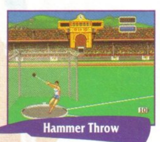

SEGA™
VISIONS®
FOR SEGA VIDEO GAM
A sneak peek at SONIC 2
MEET YUJI NAKA: THE MAN BEHIND SONIC THE HEDGEHOG
TAZ-MANIA MAPS
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10 FULL PAGES OF NEW SEGA PRODUCTS
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AUGUST/SEPTEMBER 1992
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HE GOLD...

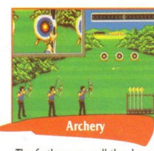
7 Olympic Games Events

Barcelona, 1992. It's the Olympic Summer Games, and your once in a lifetime chance to prove yourself in a world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate competition. Break a world record. Smash an Olympic Games record. Or beat a friend. Here's the rundown:



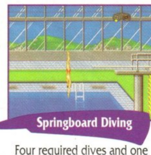
Hammer Throw

Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?



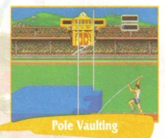
Archery

The farther you pull the bow, the harder to hold your aim steady.



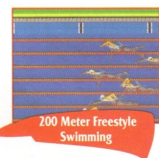
Springboard Diving

Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.



Pole Vaulting

The hardest event. Plant the pole and time your release to clear record heights.



200 Meter Freestyle Swimming

Bang those turns but conserve your strength to sprint for the gold.



110 Meter Hurdles

Timing your jumps is everything in this event.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.



Opening and Closing Ceremonies

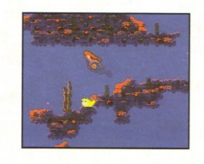
Light the torch and let the Games begin . . . Fireworks will bring them to a close.



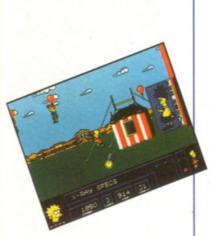
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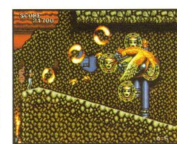
Features

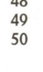




DYNAMITE DUKE: OPTION SCREEN - ON THE TITLE SCREEN, PRESS START FOR THE OPTION MODE TO APPEAR. THEN PRESS C x10 AND THE START BUTTON TO ENTER THE OPTION SCREEN.

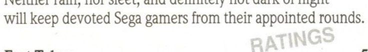


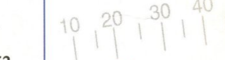






Departments





PSYCHIC WORLD (GG): LEVEL SELECT ON TITLE SCREEN, HOLD UPPER-LEFT ON D-PAD AND BUTTONS ONE AND TWO, AND THEN PRESS START.







VOLUME 1 ISSUE 9 AUGUST/SEPTEMBER 1992

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SEGA VISIONS is created and produced by The Communiqué Group, Inc.
42 Glen Ave., Newton Centre, MA 02159



Overheard at Sega

Follow the Leader

On April 29 Sega lowered the suggested retail price for the Genesis to $129.99. Two days later, Nintendo responded by lowering the suggested retail price of their Super NES to Sega's old price of $149.95. Nice try, but you still can't play Sonic on a Super NES.

Sega has also reduced the suggested retail price of the Game Gear to $129.99. And by the time you read this, the newly-priced Game Gear will also come bundled with Sonic The Hedgehog. But wait! There's less...

At the recent Consumer Electronic Show in Chicago, Sega announced a $99.99 Genesis system without Sonic. The Sonic-less Genesis should be available in stores by the time you read this.

Sega CD Update

It's official! Sega has announced pricing and availability of their CD-ROM drive that docks to the Genesis to provide awesome gaming capabilities. The basic unit will retail for $299.95, and will come with over $300 worth of free software. Coupled with a $99.99 Genesis, the Sega CD gives you a high-powered multi-media system, with software, all for under $400. Look for reviews of the first Sega CD titles in the next issue of SV.

The Sega CD unit will be available in selected stores in November. And look out for the stream of amazing titles that is sure to follow.

Making A Difference

Sega has funded its Youth Education and Health Foundation Charitable Trust with $3 million to address critical education and health needs of American children. Sega will contribute an additional $2 million from the sale of game cartridges. So now when you buy a Sega game, you'll not only be buying enjoyment for yourself, you'll be contributing to a worthy cause too.

90210, Too

Brian Austin Green loved his Genesis so much he bought one for Jason Priestly. Now every member of Beverly Hills 90210 has a Sega Genesis in their dressing room. (PS: Brian loves to play Sonic and all the Sega sports titles.)

Summer Fun

The Sega 16 Weeks of Summer promotion is on! Contests, give-aways, mystery vans with prizes, Sega game sampling at special events, concerts and more. Tune in to your local radio station to catch the latest information about activities in your area. See page 22 for more details.

The KIIS and Unite Concert on April 25 in Los Angeles raised over $200,000 for the Pediatric Aids Foundation. Artists who performed included Amy Grant, Richard Marx, The Smithereens, Kenny G, Luther Vandross, PM Dawn, Jodi Watley, and Shanice. Sega was the title sponsor. See Visons and Views for photos.

New Product Announcements

Sonic merchandise will start appearing on retail shelves this Fall. Look for Sonic board games and puzzles by Milton Bradley. Sonic will even be getting his own comic book from Archie Comics, and his own cartoon show. That little guy sure gets around.

David Robinson Basketball

Steel Empire

Sports Talk Baseball

Arnold Palmer Golf

Joe Montana II Sports Talk Football

Batman Returns (Coming in October)

Evander Holyfield Boxing

Sonic II (Coming in November)

688 Attack Sub

Spiderman

ToeJam & Earl

Mario Lemieux Hockey

TaleSpin (Coming in October)

Fantasia

Kid Chameleon

Taz-Mania

B-Bomb

The Young Indy Chronicles (Coming in November)

Green Dog (Coming in September)

Chakan (Coming in November)

Arch Rivals

Home Alone (Coming in November)

Krusty's Fun House

Streets of Rage

Bart vs. The Space Mutants

NHL Hockey

Road Rash

Desert Strike

Madden Football '92

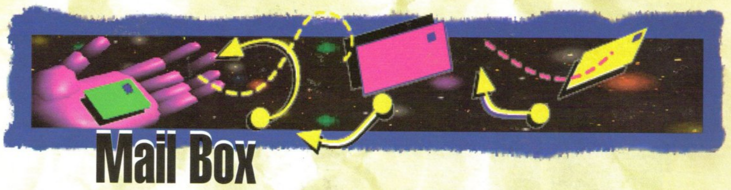
Jordan vs. Bird

Sears has decided to quarantine an area for Sega addicts.

Finally, a place that's designed to have all the Sega Genesis games you're looking for in stock. It's called FunTronics, the new game department at Sears.

Where you'll find everything you just can't seem to get enough of.



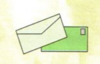


Mail Box

Dear SV:
I'm an RPG fanatic! I play *Phantasy Star 2* and *3*, and *Shining in the Darkness* a lot. My question is, how many saves do I have before the battery in the cart runs out?

N.A.
Warwick, RI

A: With proper use, a cart battery should last about five years. Proper use means don't give it to your dog for a chew toy, or use it to stir your clam chowder. If your battery ever runs out, you can have it replaced for about twelve bucks. Call 1-800-SEGA USA for more info.



Dear SV:
I am a big fan of Sega Genesis, and I have a few questions. What are sprites? How many sprites can the Genesis handle on-screen simultaneously. How many colors can it produce? How many channels of sound can the Genesis produce? What is each channel devoted to? When will auto-scaling and rotation become possible on the Genesis? When will the Sega Genesis CD player be coming out in America? How much will it cost?

D.F.
Plainfield, NJ

A: Whoa! Slow down there before you hit warp speed. A few questions, indeed. Try these answers on for size:

A sprite is just another name for a moving image. It might be a ball bouncing from one edge of the screen to the other, or a missile flying toward an enemy tank. By dressing the same sprite in different ways, it can be made to look like a different object. The Genesis can handle 80 sprites on the screen at the same time.

The Genesis can display 64 colors on the screen at one time, out of a total palette of 256.

The Genesis has a total of ten sound channels, with one dedicated to voice. The ten channels are mixed down to two stereo channels, which are output through the headphone jack.

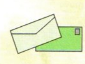
The Genesis together with the Sega CD can produce auto-scaling and rotation, as well as surround sound and faster animation. The Sega CD will be available in November this year, and will retail for $299.95. It will also come bundled with several disks worth of free software.

Vs III: INVINCIBLE CODE
KEEP PRESSING UP ON CONTROL PAD #2 WHILE SEGA TRADE MARK IS SHOWN. IN STATUS WINDOW, PRESS C, UP, DOWN ON 2ND CONTROL PAD AT THE SAME TIME. ALL hp WILL BE RECOVERED.

Dear SV:
What exactly does 16-bit and 8-bit and meg capacity mean?

J.G.
Farmingdale, NY

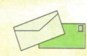
A: The number of bits refers to the amount of information the central processor can handle at one time. The more bits, the faster the animations and the bigger the sprites. Meg capacity refers to the amount of data that can fit on the game cartridge. Cartridge capacity is measured in megabits (or millions of bits), and can range from one or two megabits to eight megabits or more. Obviously, the greater the capacity, the "bigger" the game (more levels, more characters, more backgrounds and more sound and music). As a point of reference, Streets of Rage is on a 4-meg cartridge, while Streets of Rage II will be on a 16-meg cartridge.



Dear SV:
I've been reading a lot about Sega's new CD-ROM drive, but no one ever talks about software. What kind of titles will be available when the drive goes on sale? Will they be more expensive than game cartridges?

C.K.
San Francisco, CA

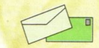
A: The good news is that the Sega CD will come bundled with over $300 worth of software, including a multimedia game, a disk with a collection of five or more Genesis hits, a CD+G disk, and an audio CD. Future titles will include more multimedia games and special CD versions of new games (Batman Returns, Young Indy). Because of the almost unlimited storage and the lower manufacturing costs, some Sega CD titles may actually cost less than the cartridge versions.



Dear SV:
In a previous issue of *Sega Visions* I saw you had a Sega Challenge crossword puzzle. I had fun solving that one, and I would like to try some more. Do you think you could include more puzzles in *Sega Visions?*

P.W.
Corpus Christi, TX

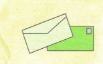
A: We've had a number of requests for more puzzles, and will be including some in future issues. Stay tuned for more info.



Dear SV:
My brother and I really enjoyed your Big Sega Brush-off contest, and we are hoping that you will have another one soon. We already have a lot of drawings ready. When can we send them?

C.J.
San Jose, CA
A: Hold on to your artwork a

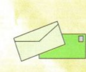
little longer, guys. We'll be announcing an all-new Sega Brush-off later this year, with more categories and more prizes than before.



Dear SV:
My question relates to all videogame systems, not just Sega's. If a majority of people are right-handed, how come joysticks and controllers are always set up for left-handed use? Why aren't controllers available for people who want to use the right hand for control and the left hand for firing?

R.H.
Rocky Point, NY

A: It isn't really a question of left-handed vs. right-handed, but one of preference. With a traditional control pad (like the one for the Sega Genesis), people seem to prefer firing with the right hand and maneuvering with the left. Most joysticks work the other way, with the firing buttons placed most conveniently for left-handed use. If you prefer the joystick approach, you have a number of options, including Sega's Genistick (see Visions and Views last issue).



Dear SV:
I am writing to make you aware of a mistake in your Sonic maps on page 16 of the May/June issue of *Sega Visions.* You said that the hidden room with the free 1-Up is in Marble Zone Act 2, when it is actually in Act 3. As a reward for pointing out this error, could you tell me what happens when you get all the Chaos Emeralds?

A.N.
Leonia, NJ

A: Let's make sure we've got this straight. You want us to reward you for pointing out that we made a mistake? And as a reward you want us to tell you what happens when you successfully complete Sonic, something only a few select individuals have experienced? How about we just thank you for writing? (You're right, we goofed — it is Act 3. We'll be more careful next time).



Dear SV:
I'm writing to tell *Sega Visions* readers about the Super Game Players Club (SGP) on the Prodigy service. To get to it, you "jump" to PC Club, and then go to the video games topic. From there you go to SGP, where you can find news and information about Sega and Sega products, ratings, reviews, and a game swap service.

By the way, we recently rated your mag near the top!

D.B.
Merritt Island, FL

A: Thanks for the info. By the way, what do you mean "near the top?" What do we have to do to make it all the way to the top?

SEND YOUR LETTERS TO:
SEGA VISIONS
THE MAILBOX
P.O. BOX 5346
REDWOOD CITY, CA 94063

SEGA ON THE CUTTING EDGE

The folks at Sega are always coming up with something to make you glad you own a Sega game system. This time they're coming up with a selection of titles and peripherals that will make you wonder how you ever got along without one. Sonic 2, Batman Returns, Sega CD, Taz-Mania, Streets of Rage II - these are just some of the Sega products that will be appearing on retail shelves between now and the end of the year.

The following pages are a first look at these new Sega products. Look for extended coverage of some of these products in future issues of Sega Visions.

Sonic The Hedgehog™ 2



And you thought Sonic looked good in his first adventure!

Sonic's back, with more tricks, more speed, more levels, and more capacity than the original trail-blazing hit. *Sonic The Hedgehog 2* is twice as big as the original *Sonic The Hedgehog* with more new worlds to explore and new enemies to overcome. But this time Sonic has a friend to help him out — a two-tailed fox called Tails, who can help him fight enemies and pick up rings.

Robotnik's back too, of course, with more of his evil contraptions and devices. We'll have to wait and see if these diabolical contraptions will be a match for Sonic's new speed and agility.



Remember, look before you leap.

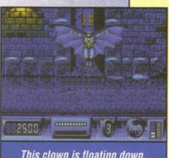
Although *Sonic 2* has more detailed graphics and scenery than the original, we don't think you'll have time to stop and admire it. The action will be non-stop, and the pace will be frenetic.
(For more information on *Sonic The Hedgehog 2*, see the interview with Sonic's creator.)

Genesis: World-Wide Launch: November '92, Sonic 2sday
Game Gear: World-Wide Launch: November '92, Sonic 2sday
Strategy Guide: World-Wide Launch: December '92, Sonic 2sday



You'll be able to play Sonic 2 on your Game Gear system too.

Batman™ Returns

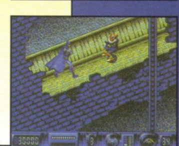

This clown is floating down, town that is.

Take on The Penguin™ and his evil cohorts in this action adventure game, based on the movie, with multiple levels of Gotham City shadows, cathedrals and crazed circus scenes. Fat clowns fire tazer guns. Mirrors distort Batman's view as The Penguin™ lifts his umbrella — and fires! Counter the flying propeller blades, knives and gaseous ice with your wrist shields and Batarangs. But look out for Catwoman™, who's a truly independent thinker. She will turn against you, and then change her mind and help you out against The Penguin™ and his crew.

Genesis: Available Fall '92
Game Gear: Available Fall '92

(BATMAN and all related elements are trademarks of DC Comics, Inc)


Pretty impressive, huh?


Keep this up and you could join a circus.

Streets of Rage™ 2

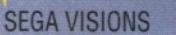
Streets of Rage is back with a vengeance. This time, Metro City is under the control of an evil drug gang, and lies in ruins. You can slug it out with Axel and Blaze, and two new fighters — a huge pro wrestler called Max, and Adam's younger brother Sammy. Multi-player option lets you play against a friend, or team up to overcome Mister X and the evil gang of thugs.

We can't wait to play this one. We hear it has bigger characters, smoother animations, and better sound and music than the original.

Genesis: Available Christmas '92



Slug it out with Max-the huge pro wrestler.


Remember, big guys are not the only ones to look out for.

Taz-Mania™

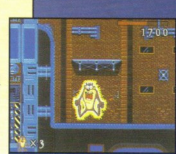
Watch Taz's dust as he whirls through the Tasmanian Outback, taking on whirling waterspouts, slick ice, quicksand, and subterranean tunnels. A voracious appetite and an explosive temper make Taz a force to be reckoned with. Snacks like chili peppers let him breathe fire, and make it hot for his enemies. And the hungrier Taz is, the more explosive he gets in this fast blast adventure.

The game recreates the Warner Brothers style of animation with music and graphics inspired by the original TV hit. Taz comes up against the same eccentric villains he does on his TV show, including Francis X. Bushlad, Bull Gator and Axl, and the Bush Rats. True to form, Taz holds up comic signs like "Ouch!" and "Uh-oh!" when he's in trouble. If you like your adventure games with a dose of hilarity, you'll appreciate Taz's uproarious antics.

Genesis: Available Summer '92.
Game Gear: Available Fall '92.
(See extended maps elsewhere in this issue.)



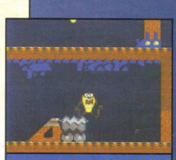
This is what happens when you mix Taz and chili peppers.



Be careful Taz, don't touch that.



It looks like Taz sees something that even he is afraid of.


Taz, you might want to take it a little slower next time.

Greendog™ – The Beached Surfer Dude



Dude, why are you throwing that at yours truly?

Take a fantastic romp through 12 levels of surf, sand and sun with Greendog, the ultra-cool surfer dude on a truly awesome mission. It seems that one day Greendog is shreddin' on some truly killer surf when he gets pounded and loses his surfboard. When he comes to, he finds himself stuck with a cursed pendant that won't let him surf, and that makes all living creatures attack him.

The only way Greendog can slip the pendant's curse is to find the ultimate treasure, the Surfboard of the Ancients. And because he's lost his surfboard, he has to resort to his personal pedal-copter, his skateboard, his snorkling outfit, and his in-line skates for transportation. A bizarre assortment of crazed creatures make Greendog's journey harder--from stinging starfish and dive-bombing parrots to killer clams and a berserk pirate.



Am I like, cool or what?!

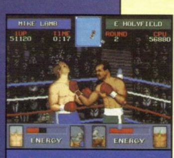
Genesis: Available Fall '92

Evander Holyfield's "Real Deal" Boxing™

Each player can vary in age, height, weight, power, and speed.

Climb into the ring with Evander Holyfield, the World Heavyweight Boxing Champion. This game's unique first-person perspective lets you see things from the boxer's point of view. You can see the sweat fly off your opponent as you connect.

You can fight an exhibition match as Evander Holyfield himself, or you can create your own fighter, choosing speed, stamina, power, footwork, fighting style, and favorite punch, and match him against a series of 28 challengers for the World Championship crown. As your fighter keeps winning, you can step up his training program, with a protein diet, more weights, and increased track work, until you face Evander Holyfield in the final round for the World Championship.



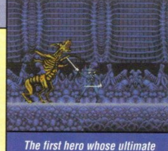
Fight from corner to corner, circling in full 360 degree action.



See every drop of blood and sweat.

Genesis: Available Summer '92
Game Gear: Available Christmas '92
(See extended coverage elsewhere in this issue).

Chakan: The Forever Man™



The first hero whose ultimate goal is to die.

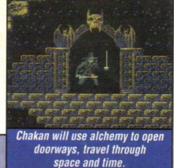
Travel across time on the heroic, blood-stained path of adventure, with *Chakan: the Forever Man.* Chakan, the warrior-priest, has fought — and lost — a duel with death. Stripped of his former powers, Chakan is doomed to wander until he can vanquish the cultish beasts of the dark.

A variety of weapons is at your disposal, including flaming double swords for two-fisted action. Alchemy lets you create magic doorways to move through space and time. Twelve levels of hard-hitting action make this game a serious challenge.



You'll need all of your game playing skills and Chakan's abilities to bring him to rest.

Genesis: Available Christmas '92
Game Gear: Available Christmas '92



Chakan will use alchemy to open doorways, travel through space and time.

X-Men™

The #1 selling Marvel™ comic comes alive on the Sega Genesis. Choose to play as one of the four or more superpowered mutants, including Wolverine, Cyclops, Gambit and Colossus. You can play one hero throughout, or switch characters during the game. Each character has a unique set of abilities to smash through different kinds of oncoming attacks. You can even double up in two-player co-op mode, and use teamwork to give the bad guys a one-two punch.

But muscle alone won't do the trick. The X-Men must pick up clues, follow trails, and solve riddles to save Professor X from the malicious Magneto and his horde of henchmen.

Genesis: Available Christmas '92



Wolverine never looked so good on your television screen.



Six different houses for gamers to protect from the bad guys.

Home Alone™

The top-grossing movie comes home to the Genesis and Game Gear, and extends to Kevin's entire neighborhood. Help Kevin save the neighborhood from Harry and Marv by assembling household items into weapons and booby traps. Defend six different houses from Old Victorian to Ultra Modern Ugly. But look out for hidden dangers in each of the houses, like guard dogs and breakaway floors. And to keep you on your toes, each house you visit is more dangerous than the last.

Blueprints of each house show you where to set up ambushes for best effect. The overhead view lets you go from house to house, while the side scrolling view lets you explore each house in detail. Both views let you gain points for outsmarting Harry and Marv.

Genesis: Available Fall '92
Game Gear: Available Christmas '92



Many fun weapons to assemble and use.



As Kevin, the movie's precocious kid - hero, gamers are challenged to keep their house and neighborhood safe from robbers.

Use Ariel's friends - Flounder , Scuttle and Sebastian to clear each level.

Ariel, Disney's The Little Mermaid™

Visit the underwater kingdom of King Triton and his finny friends, and embark on this Disney-inspired adventure. Choose which role to play — as Ariel, the determined little mermaid, or as Triton, the King of the Sea. Either way, you have to battle the bewitched sea creatures and defeat Ursula to save the kidnapped merpeople.

As Ariel, you can use her musical notes to overcome evil spells. Or get help from her friends, Flounder and Sebastian as you explore sunken galleons and murky caves through multiple levels of underwater adventure.

Genesis: Available Christmas '92
Game Gear: Available Christmas '92



Lead King Triton to free the merpeople from the evil clutches of Ursula the Sea Witch.



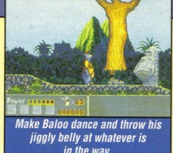
Listen to rich vibrant Disney - style graphics and animation.

TaleSpin™


Gamers can be either Baloo or Kit, each with his own set of moves and capabilities.

Based on the top-rated Disney afternoon show, *TaleSpin* has you joining Kit and Baloo in their incredible 'round the world adventure. You can play as Kit, and squeeze into spaces too tight for Baloo, or play as Baloo, and muscle your way through the tough obstacles. Or you can play with a friend, and play both Kit and Baloo against the bad guys. Either way, you'll get to visit some of the most exciting places in the world. But watch out for Don Karnage and his Air Pirates, who are also after the lucrative flying contract that awaits the winner of this race. You might just have to thwart his evil plans by engaging in an airborne food fight.

Genesis: Available Fall '92
Game Gear: Available Christmas '92


Make Baloo dance and throw his jiggly belly at whatever is in the way.


Play Baloo, and muscle your way through obstacles too tough for Kit.

DUNGEONS & DRAGONS™
WARRIORS OF THE ETERNAL SUN™

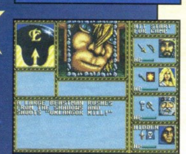

With a 3D overhead view much like the Phantasy Star Series, you will be able to look around you and plan your battle strategy.

The chill of danger... the sweat of combat... the rush of discovery. The ultimate D&D™ game now comes to the Genesis. Create your own unique characters from seven classes, and gear them up for magic, intrigue, and combat. Use the 3-D overhead view to plan your outdoor battle strategy. Use the 3-D first person perspective while engaging in hand-to-hand dungeon combat. The unique auto-mapper updates your characters' dungeon progress.

If you need a little help getting through the game, the DUNGEONS & DRAGONS WARRIORS OF THE ETERNAL SUN Hint Book (sold separately) can help you get out of trouble with detailed maps and survival tips.

Genesis: Available Summer '92
Hint Book: Available Summer '92


Don't mess with a mad Red Dragon.


You might be able to talk to Uklangor or you will just have to give him a one way trip to his maker.

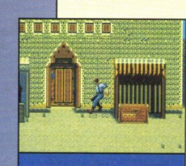
These narrow ledges don't offer much choice.

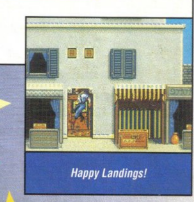
The Young Indiana Jones® Chronicles™

Follow Young Indy's early adventures as a civilian hero during World War I. Help him stop an international ring of corrupt scientists from delivering superweapons technologies to German spies.

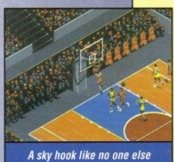
On each level, Young Indy races against time to stop a scientist from making a key weapons trade. While doing so, he has to face a formidable array of adversaries — from dangerous spiders, vermin and thugs, to scimitar-lobbing shopkeepers and lethal quicksand. Young Indy fights with his two favorite weapons — his pistol and whip, but muscle power alone won't do the trick. He has to use his powers of logic and perception to overcome his enemies and succeed in his quest.

Genesis: Available Early '93


This temple may not be for praying.


Happy Landings!

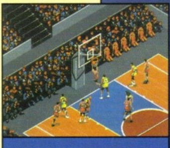
David Robinson's Supreme Court Basketball™

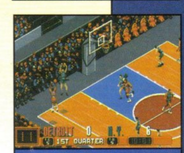

A sky hook like no one else in the league.

Join 1991-92 NBA Defensive Player of the Year, and the player *Inside Sports* calls the most valuable player in the NBA, and play 5 on 5, or 3 on 3 basketball. *David Robinson's Supreme Court* uses digitized images from real NBA footage, and features more than 24 individual shots, like the tomahawk slam, the reverse lay up, and the behind the back slam, as well as real sound effects, like the sound of the ball as it's slammed through the hoop.

Play individually, or against another player. (On the Game Gear, you can play Gear-to-Gear against another player). Either way, in *David Robinson's Supreme Court,* the only judge is the final score.

Genesis: Available Summer '92
Game Gear: Available Winter '92
(See extended coverage elsewhere in this issue).


A jam that Jordan would envy.



Go for the outside for 3 points.

Help three fatsos win their independence by playing B-bomb, the Plutonian national sport.

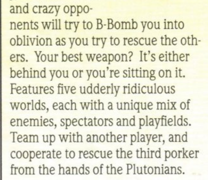
B-Bomb™

The Plutonians have kidnapped Barker the Bulldog, Ophelia Cow and Trotsky Pig. You have to help these three fatsoes win their freedom by playing *B-Bomb,* the Plutonian national sport that depends heavily on the participants' ample derrieres and their ability to fly.

You can choose to play as any one of the three portly pretenders. Wild and crazy opponents will try to B-Bomb you into oblivion as you try to rescue the others. Your best weapon? It's either behind you or you're sitting on it. Features five udderly ridiculous worlds, each with a unique mix of enemies, spectators and playfields. Team up with another player, and cooperate to rescue the third porker from the hands of the Plutonians.

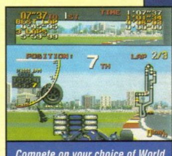
Low gravity lets you spread your wings and fly, even if last time you looked you didn't have any wings.

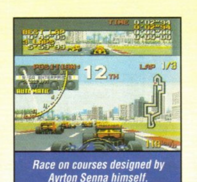
Genesis: Available Early '93



Ayrton Senna's Super Monaco GP II™

If you have ever thrilled to the throaty roar of high performance engines and the smell of burning rubber on the road, you'll appreciate the realism in this driving game. Race on the actual tracks used in the World Championship circuit, and on three new tracks designed by Ayrton Senna himself, the 1991 Formula 1 Champion. Battle against 15 of the world's best in this realistic simulation.


Compete on your choice of World Championship Courses.


Race on courses designed by Ayrton Senna himself.


Battle 15 other rivals on courses all over the world.

Battery backup replaces the original Monaco's password feature, and gives you six save positions so you can blast right back into racing action.

Genesis and Game Gear: Available Fall '92
(See extended coverage elsewhere in this issue).

Shinobi II - The Silent Fury™

Assume the role of the Great Shinobi, and fight for truth and freedom using your martial arts superiority. Or fight as one of four other Ninja fighters, each with his own special attacks, like the Tornado, the Earthquake, the Fire, and the Wave punch.

The Game Gear sequel to the classic hit is even better than the original, with a new password option and special items that you can collect for extra points.

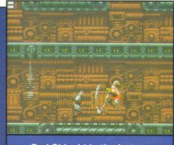
Game Gear: Available Christmas '92



Pink Shinobi taking on Electric Man in the castle.



Green Shinobi in the basement, amid skeletons and a mutant fly.



Red Shinobi in the factory-look out for that axe.



Chuck on the rocks.

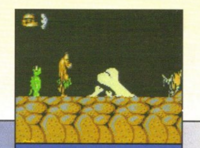
Chuck Rock™

Now you can take *Chuck Rock* with you wherever you go. Join the headbasher from the Stone Age as he tries to save his woman Ophelia from the gaping jaws of Gary Critter, the meanest of the dinos. Five levels of belly-bumping action will take you through jungles and oceans, over ice fields, and even into dino heaven.

Game Gear: Available Fall '92



Chuck gets ready to leave his favorite tool.

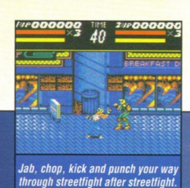


In the belly of the beast, no one can hear your grunt.

Streets of Rage™

The classic action title will soon be available "to go". Play as Axel or Blaze, and take on wave after wave of enemies through five stages of fighting action. Play as Axel, and use your superior boxing skills and excellent jumping abilities against the barrage of enemies. Play as Blaze, and use Judo and your superior speed. And with a Gear-to-Gear cable, you and a friend can both play, and team up against the common foe. Eight different enemies, each with his own special attack, and an array of special moves and weapons, make this one worth waiting for.

Game Gear: Available Christmas '92

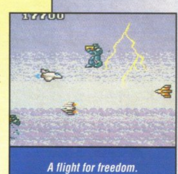


Jab, chop, kick and punch your way through streetfight after streetfight.

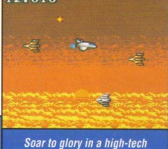
Aerial Assault™

Take control of a Freedom jet fighter and wipe out the enemy before they spread their web of terror over the entire planet. To do this you must complete four smaller missions, each tougher than the last. With a second cartridge and a Gear-to-Gear cable, you and a friend can take on the enemy together.

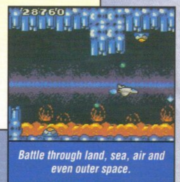
Game Gear: Available Summer '92
(See extended coverage elsewhere in this issue).



A flight for freedom.



Soar to glory in a high-tech fighter plane.



Battle through land, sea, air and even outer space.



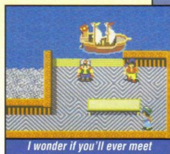
Don't know about him, but his looks are kind of beastly.

Defenders of Oasis™

Necessity has catapulted you into the role of hero. The land called Oasis depends on your bravery and skill, or it will be lost forever. Gain magical powers and extra strength as you undertake an epic journey across this desert kingdom.

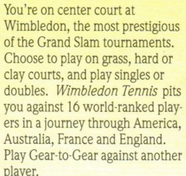
Defenders of Oasis is a classic RPG with the same 3D-style view used in the Phantasy Star series. A 4-meg game with battery back-up.

Game Gear: Available Christmas '92



I wonder if you'll ever meet Columbus during your travels on the high seas, probably not.

Wimbledon Tennis™

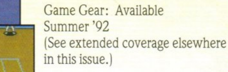


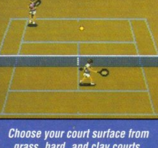
Select your player from a pool of tennis aces from around the world.

You're on center court at Wimbledon, the most prestigious of the Grand Slam tournaments. Choose to play on grass, hard or clay courts, and play singles or doubles. *Wimbledon Tennis* pits you against 16 world-ranked players in a journey through America, Australia, France and England. Play Gear-to-Gear against another player.

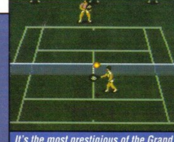
Game Gear: Available Summer '92

(See extended coverage elsewhere in this issue.)



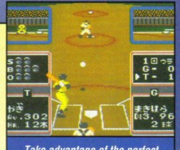


Choose your court surface from grass, hard, and clay courts.



It's the most prestigious of the Grand Slam tournaments. You're on center court at Wimbledon.

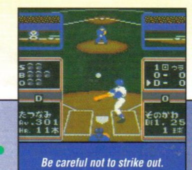
The Majors: Pro Baseball™



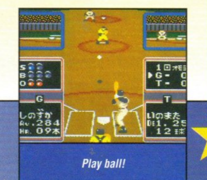
Take advantage of the perfect pitch and hit them out of the park.

Battle for the Pennant, playing with (and against) the real Major League players, all batting and fielding in accordance with their 1991 statistics. Share the diamond with all the major players, including Strawberry, Puckett, Fielder, Bonds, Sandberg, McGwire, Canseco, and even Big Bobby Bonilla.

Game Gear: Available Fall '92



Be careful not to strike out.



Play ball!

SEGA CD™

MULTIMEDIA ENTERTAINMENT SYSTEM FOR GENESIS

Sega CD is Sega's most significant hardware launch since the introduction of the Genesis in 1989. With a sophisticated graphic co-processor, the Sega CD can create animation effects like no other 16-bit machine. The Genesis/Sega CD combination will be the first truly affordable multimedia system for the home, and may forever change the nature of videogaming.

Sega CD at a Glance

Detailed Graphics
A CD-ROM has as much storage capacity as 500 8-meg cartridges. This kind of storage allows games to include almost unlimited graphic detail.

Audiophile Quality Sound
The Sega CD is a high quality audio CD player with audio specs rivalling some of the best CD players. Linked to your hi-fi system, the Sega CD will provide superior game play sound as well as CD+G graphics.

Animation
Sega CD's graphics co-processor allows scaling, zooming and rotation of 3D objects at high speed.

Fast Game Action
The Sega Genesis uses a 68000 processor running at 7.5 MHz. The Sega CD has its own 68000 processor running at 12.5 MHz, which means twice the processing power compared to the Genesis on its own.

Internal RAM
Sega CD has 6 megabits of internal RAM to buffer downloads of data from the CD. For the non-technically inclined, this means fast retrieval of data from the CD.

RAM Backup
You will be able to save games in progress by using a special RAM cartridge (available as an optional extra), which plugs into the standard Genesis port. The RAM cartridge will let you save a number of games at a time.

Other CD Formats
Not only will the Sega CD be able to play standard audio CDs, it will also play the new CD+G albums, which contain both sound and graphics.

Software for the Sega CD

Three categories of games will be available for the Sega CD:

1. Multimedia Games — Games that would not be possible on conventional videogame machines, because of their increased capacity for sound, graphics and animation.

2. Enhanced Genesis Games — Standard Genesis titles that have been enhanced by the addition of digitized voice, music, video, animation and extra levels.



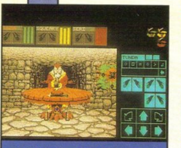
The Sega CD version of Batman Returns includes a driving game through the streets and tunnels of Gotham City.

3. Genesis Compilations — Five top Genesis titles on one CD, with no change to the game play.

The Sega CD will come bundled with over $300 worth of free software, including one Multimedia game (*Sherlock Holmes Consulting Detective*), one Compilation, as well as an audio CD and a CD+G (music plus graphics). In addition, you can expect twenty to forty new titles to appear within the first three months, great games like *Batman Returns, Joe Montana NFL Football, Dark Wizard* and *Night Trap.*

Most of the top game companies are already hard at work on games for Sega CD, companies like Acclaim, Electronic Arts, Tengen, Virgin, Sony, JVC, Renovation, Bignet, Sierra On Line, Spectrum Holobyte, Software Toolworks, and more.

Sega CD: Available Thanksgiving '92.
(BATMAN and all related elements are trademarks of DC Comics, Inc.)



Watch for Dungeon Master Skull Keep for Sega CD from JVC.



Wonder Dog from JVC will be one of the first Sega CD's available.



Cordless Elite™

The Cordless Elite's instantaneous remote control provides new game player freedom. You no longer need to be tethered to your Genesis by a cable that never seems to be long enough. With the Cordless Elite, you can play from anywhere in the room, and not worry about anyone tripping over your cord. Also includes rapid fire, both regular and automatic.

The Cordless Elite includes a control pad (shaped just like the familiar Genesis control pad) and a receiver that attaches to the Genesis console. The receiver can support a second Cordless Elite control pad.

Genesis: Available Fall '92



Mega Fire™

The great shape and feel of the original Genesis control pad, with both rapid fire and automatic rapid fire. With automatic rapid fire, you don't even have to hold the button down to keep firing. Your enemies won't know what hit them.

Genesis: Available Fall '92



Menacer™

The Menacer is more than just a controller — it's a remote control sharpshooter system that will turn your Genesis into a high-tech shooting gallery. Three separate modules lock together for multiple play combinations:

The Menacer Master Module is the main firing component. Aim down the barrel sight for deadeye shooting, or use the Accu-Sight cursor on the screen like a laser-sighting device.

The Stabilizer Module steadies the Menacer against your shoulder for full-body control. Snap it on to the Master Module like a stock for full-field sweeping action.

The Binocular Module snaps onto the Master Module for dual sighting.

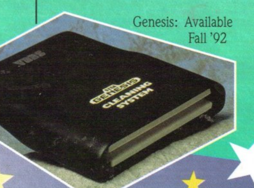
The Menacer can operate from up to eight feet away, with no cables to get in the way. The Menacer system includes a game cartridge with six different shooting games.

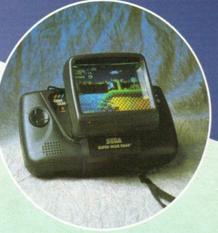
Genesis: Available Fall '92

Genesis Cleaning System™

Keep cartridges as well as your Genesis system in peak condition for best performance. Just plug the cleaning unit into the Genesis to clean the game port contacts. Clean cartridge contacts by plugging cartridges into the other end of the cleaning unit.

Genesis: Available Fall '92





Super Wide Gear™

Enjoy big screen action with Game Gear convenience with the new Super Wide Gear from Sega. The Super Wide Gear clips onto your Game Gear, and stays put through even the most strenuous playing. The increased levels of magnification make the image bigger than ever. And because the magnifier is enclosed on the sides, the Game Gear graphics are even brighter. You can also use the Super Wide Gear in combination with the Game Gear TV Tuner, and watch TV on the "big screen".

Game Gear: Available Summer '92



Cleaning Gear™

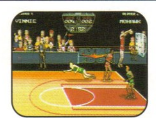
Keep your Game Gear squeaky clean. Cleaning Gear cleans both the console connector and the cartridge contacts with a specially-designed dual function cartridge. Includes two sets of replacement pads for both the hardware and the software.

Game Gear: Available Fall '92.

BASKET-BRAWL!

IT'S A SLAM DUNK!

ARCADE ACTION AT HOME!



GET READY FOR AN ALL-OUT BASKET*BRAWL.*



DON'T MISS *THIS* HALF-TIME SHOW.



NO FOULS! KNOCK YOUR OPPONENT'S BLOCK OFF!

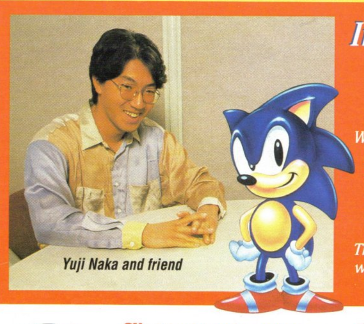
Arch Rivals®: The Arcade Game brings all its hard-hitting, slam-dunking "in your face" arcade action into your home! This is basketball where breaking the rules is part of the rules! If you can't block a shot - knock your opponents block off! But you still need real B-ball skills like passing, shooting, slam dunks, 3-pointers and more! Arch Rivals isn't just basketball...it's a basketBRAWL!







Sega Interview


Yuji Naka and friend

Interview with Yuji Naka: the creator of Sonic The Hedgehog

We recently had the opportunity to visit with Yuji Naka, the creator of Sonic The Hedgehog, *at the Sega Technical Institute in Palo Alto, California. Naka and the original* Sonic *team are currently working on* Sonic The Hedgehog 2, *the exciting sequel planned for release later this year.*

The combination of Japanese programmers and artists with local resources make the development of Sonic 2 *a truly exciting American-Japanese joint effort.*



SV: *We understand you're busy working on* Sonic The Hedgehog 2. *What can you tell us about it?*

NAKA: For one thing, *Sonic 2* is twice the size of *Sonic 1*. For another, Sonic has to run through more levels...many more than in *Sonic 1.* Also, the new Mobius worlds are brighter, crisper, and much more detailed. However, we think players will be too busy getting through the game to spend any time enjoying the scenery. Especially since Sonic will have a new friend.

SV: *A new friend?*

NAKA: A fox with two tails. We call him Tails, naturally. He helps Sonic out of tight spots, and can help Sonic defeat enemies.

SV: *How many people are working on* Sonic 2? *How does this compare with the original Sonic 1?*

NAKA: A total of twelve people are working on *Sonic 2.* That's 30% more than worked on the original game. It's basically the same team as the original, with another programmer and more designers and artists. The original team had three artists, two game designers and three sound and music guys.

SV: *Who is writing the music?*

NAKA: The bass player from a famous Japanese band called Dream Come True wrote the original music for the game. The other two guys worked on the sound effects and on converting the music to a video game format. The same guys are working on the music for *Sonic 2.*

SV: *What were some of the things you thought about when you first created the Sonic character?*

NAKA: At first we used a character that looked like a rabbit with ears that could extend and pick up objects. As the game got faster and faster, we needed to come up with a special characteristic to give our character some power over his enemies. I remembered a character I had thought about years ago who could roll himself into a ball and slam into enemies. Hedgehogs can roll themselves into a ball, so we decided to go from a rabbit to a hedgehog.

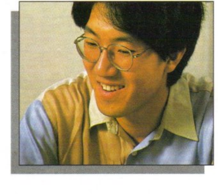
SV: *How about the name Sonic?*

NAKA: Because our new character could move really fast on the screen we were looking for a name that suggested speed. One of the designers said "Supersonic" and the "Sonic" part stuck.

SV: *Where did the other characters in the game come from?*

NAKA: We wanted one of the characters in the game to be egg-shaped, so we created Robotnik. It was a great character, but since it couldn't be the main character, we made him the bad guy.

SV: *What were some of your previous games?*



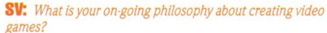
NAKA: *Ghouls & Ghosts, Phantasy Star I & II* and *Super Thunder Bolt* for the Genesis. For the Master System I did *Phantasy Star I, Space Harrier, Outrun, Blackbelt, Spy Vs Spy, F-16 Fighting Falcon,* and *Great Baseball.*

SV: *How and when did you get started creating video games?*

NAKA: I joined Sega in 1984, after I finished school.

SV: *Were you programming games in school?*

NAKA: I had a part-time job programming games while I was in school. I worked on Fujitsu and Sharp computers. I joined Sega in Japan and then came to America last year.

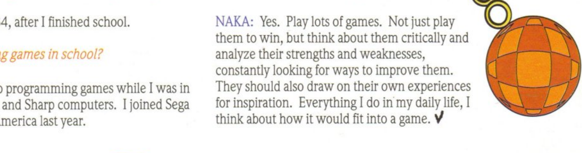


SV: *What is your on-going philosophy about creating video games?*



NAKA: I want to make interesting games. I want to show my dreams and visions to kids. But most important, I want to create something that will make the player happy. I want the player to be surprised and have fun.

SV: *Do you have any advice for people who want to create video games?*



NAKA: Yes. Play lots of games. Not just play them to win, but think about them critically and analyze their strengths and weaknesses, constantly looking for ways to improve them. They should also draw on their own experiences for inspiration. Everything I do in my daily life, I think about how it would fit into a game. ✓



*During our visit to the Sega Technical Institute, we confirmed what we had suspected all along--*Sonic 2 *is going to be the hottest title of the year. Period. Here's why:*

Sonic 2 *is bigger, faster, more challenging, and more fun than the original. It has more levels, with a secret zone that you'll have to work hard to find, and new bonus rounds that you have to get through to get the Chaos Emeralds.*

Sonic 2 *will be coming out on Genesis, Game Gear, and Sega CD. The increased capacity of the Sega CD version will allow additional zones, as well as special bonus rounds between zones . In these bonus rounds, Sonic takes you on a first person roller coaster ride, a half pipe maze complete with enemies, traps and dead ends. You control Sonic as he tries to get through the maze, and you go with him as he takes on those 360 degree loops and 90 degree turns.*

And that's just between the zones. All versions of Sonic 2 *will have new zones, with new tricks, new enemies, and new challenges. Wait till you try the new Green Hill Zone, the new Metropolis Zone, or the Chemical Factory. Or Death Egg, where you get to visit Robotnik's ship.*



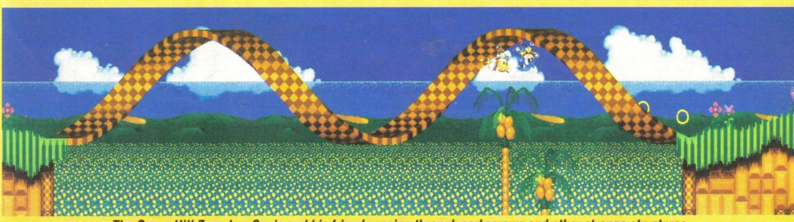
The Hill Top Zone will take Sonic to new heights.



The Chemical Factory Zone is the acid test of Sonic's prowess.



The New Green Hill Zone is even bigger and more challenging than the original.



The Green Hill Zone has Sonic and his friend running through corkscrews and other strange structures.



KIIS-AM/FM	Los Angeles
WHTZ-FM	New York
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KBXX	Houston
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SEGA PROCLAIMS 16 WEEKS OF SUMMER

Turn up the volume and turn on outrageous party action all summer. Because this summer belongs to Sega. All sixteen weeks of it. Yeah, we know the calendar says there are only 13 weeks of summer. But we needed the extra time to cram in all our serious summer fun.

TEST DRIVE A GENESIS

Wherever there's a hot spot to hang, you'll find radio vans and Genesis systems, with chances to take the controls and win awesome prizes. We'll be patrolling the beaches with live remotes. Dropping in on barbecues. Cruising the parks. Hitting the malls. You might even find us bowling a few strings at your local alley.

SURF THE AIR WAVES AND WIN BIG

Through Labor Day, tune into any of the totally cool radio stations that are putting Sega on the air and on the road this vacation. The DJ dudes will be giving away great Sega stuff - like Genesis systems, Game Gears, and the hottest new Sega carts.

HOT WIRE YOUR SUMMER WITH SEGA

Keep that car radio, sound system, and boom box blasting. Listen for the details for contests and give-aways. It's Sega summertime - the game play is sizzling.





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8 MEG

MAJOR LEAGUE BASEBALL PLAYERS MLB

SEGA GENESIS 16-BIT CARTRIDGE

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- ▶ "Home Run Derby"—and more!

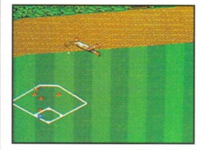
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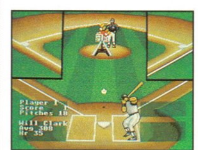
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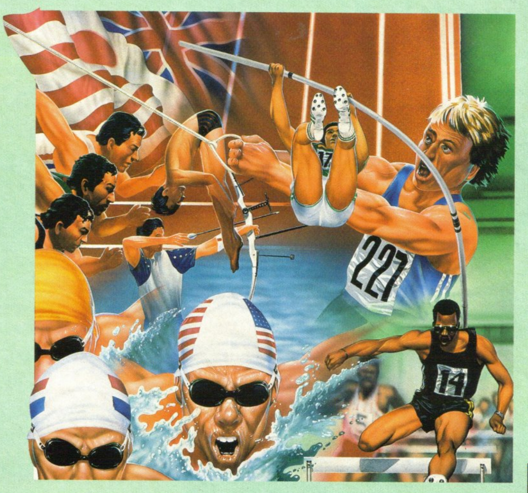
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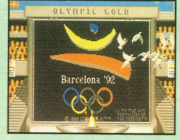
LEADING THE WAY IN 16-BIT GAME TECHNOLOGY

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OLYMPIC GOLD



This summer, millions of people around the world watched in awe as athletes competed in the 1992 Summer Olympics.



Go for the gold.

While only the world's best could compete in Barcelona, gamers all over the world will be able to share the excitement and the challenge by playing *BARCELONA '92 - Olympic Gold,* the only officially licensed video game based on the Summer Olympics. Now you can watch the Olympics in Spain, but compete in them anytime, anywhere.

Each event features a different type of action, combined with brightly colored detailed graphics. Whether you play the 16-bit Genesis or Game Gear version, you'll have fun meeting the Olympic challenge.

LIGHTING THE OLYMPIC FLAME - GETTING STARTED

Compete against up to three other opponents or represent your country against computer-generated athletes. To make the game truly multinational, *BARCELONA '92* gives you the option of playing the game in your country's native language. (Choose from English, French, German, Italian, Spanish, Swedish, Japanese or Portuguese.) Next, choose the level of competition. To become acquainted with the various events, begin with the Training Session. Select the Mini Olympics option if you want to compete in specific events, or the Full Olympics option for all seven events.

MAKE THE COMPETITION EAT DUST - THE 100 METER SPRINT

In this event, obtaining a fast start and maintaining a constant pace are the keys to success. Saving a final burst of energy as you approach the finish line is also helpful. The 100 Meter Sprint is the easiest in this game, but it takes fast reflexes. When the starter gun is fired, press 'A' then 'B' repeatedly (Genesis) or the '1' then '2' button (Game Gear). How fast you press this button combination directly influ-



Be sure to wait until the starter gun is fired before you start running. As the finish line approaches, press the C button (Genesis version) to dip and possibly gain that extra 1/4 second.

THE 1992 SUMMER OLYMPICS • 100 METER SPRINT

GO FOR THE GOLD WITH OLYMPIC GOLD

ences your runner's speed. As you approach the finish line, don't forget to dip by pressing the 'C' button (Genesis) or the Right arrow (Game Gear); this can save you 1/4 of a second. Beat 9.5 seconds and you're Gold Medal material. To avoid a false start, wait for the Starter gun.

JUMP FOR THE MEDAL - THE 110 METER HURDLE

Use the same running techniques as in the 100 Meter Sprint, but now you must learn exactly when to start your jump in order to clear each hurdle. (This depends on your running speed.) Press 'C'

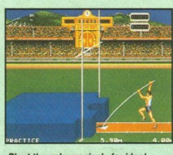


Use the training mode to determine the best time to start your jump when approaching a hurdle. You'll lose valuable time if you bump into hurdles.

to jump in the Genesis version, and the Right arrow in the Game Gear version. Hurdles are equally spaced, so you can develop a pattern when running. An ideal time for this event is 12.5 seconds.

THE POLE VAULT

As the competition becomes more intense, so does the difficulty level of each event. The



Plant the pole precisely for ideal height.

key to The Pole Vault is a fast approach to the bar, followed by precise manipulation of the controller to plant the pole for a successful jump. Each athlete is given three attempts to clear a specific bar height. To be a strong competitor for the Gold Medal, the bar height to clear is 6 meters.

Use the 'A' and 'B' buttons (the '1' and'2' buttons on Game Gear) to make your approach to the bar. Press the Down arrow to plant your pole, then press the Up arrow at just the right time to clear the bar . Don't forget to release the pole by pressing the 'C' button (on the Genesis).

THE ARCHERY COMPETITION

You have one minute to shoot six arrows and obtain the highest point score. This event offers three different views of the archer. The wide view provides you with an overview and the wind direction. Press the 'C' button (Genesis) or the '2' button (Game Gear) to obtain a close-up view of the archer and determine the tension you desire to put on the bow. Pressing the same button again offers a view of the target. This is where you aim the bow using the directional arrows and the view finder on the bow. When the view finder is lined up with the center of the target, press the 'C' button (Genesis) or the '1' button (Game Gear) to shoot the arrow.

The points are totalled after

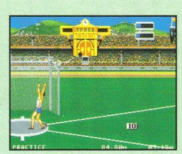


Change the tension of the bow by using the left and right arrows on the controller. Press any button to switch to the aiming mode. Don't spend too much time controlling the tension, since you only have 60 seconds to shoot six arrows.

all six arrows are shot. Each competitor has three rounds to earn the highest possible score. (57 points should earn you a Gold Medal). Remember, don't spend too much time determining the tension of the bow or your aim, because you only have ten seconds to shoot each arrow.

IT'S HAMMER TIME! - HAMMER THROW

This event measures the distance you can throw a hammer. You'll have a total of three throws (one per round)

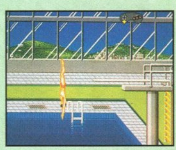


In the Hammer throwing event, get your athlete moving as fast as possible. If you wait too long before throwing the hammer, you'll get dizzy and slow down. After exactly three spins, throw the hammer into the air.

to achieve the farthest distance. Press the buttons on the controller to obtain the maximum spin, then release the hammer at the appropriate time. (Don't spin more than ten times when building up speed, or you will be penalized.) Being able to build up speed quickly is the key to winning the Gold Medal. (Try for 85 meters.)

3 METER SPRINGBOARD DIVING

The diving event lets you choose from several types of



After you select a dive, the best way to learn it is to choose the demo mode and determine the best controller buttons and arrows to press. Your timing and ability to mimic the demo dive is vital.

• 110 METER HURDLE • POLE VAULT • ARCHERY •

• 200 METER SWIMMING • 100 METER SPRINT •

dives and combinations, each with its own level of difficulty and possible score. Dives are scored on the basis of timing, style and entry into the water. After five dives, the highest and lowest scores are discarded and the remaining scores are added together and multiplied by the difficulty level given to the dive.

While the dive is in process, press the 'A'/'1' button to execute a Pike, the 'B'/'2' button for a twist or the Up arrow to straighten your body before hitting the water. Use the diving board as a spring board to lift you into the air, giving you more time to execute complex dives. (Achieving height is important.)

To earn the highest possible score in this event, you have to perform the dive you select. Before attempting the dive, it's a good idea to watch a demonstration of it. Use the demonstration to plan your timing and movements. Earning 400 points won't be easy, but it should earn you a medal.

200 METER SWIMMING COMPETITION

Like the 100 Meter Sprint, this event is relatively easy, but you will need to maintain a constant pace throughout the race. Two hundred meters is equivalent to four laps. Can you beat the competition in less than 1.43 minutes? Having a fast start is helpful, but having an extra energy reserve near the finish line

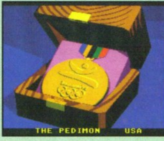


To swim, press the A and B buttons repeatedly (Genesis version). Watch the Stamina gauge carefully. If your swimmer gets tired too fast, you'll slow down.

could help you win the race. When approaching the finish line, press the 'C' button on the Genesis (Right arrow on Game Gear) for the final stretch. During the actual race, pressing the directional arrows will slow you down.

THE CLOSING CEREMONY

Just as in real-life, when events are completed, the Gold, Silver, and Bronze medals are



After each event there is a ceremony. Medals are awarded and the winner's national anthem is played. The player with the most medals at the conclusion of the game is the winner.

awarded and the national anthem of the Gold Medal winner is played. Throughout the game, the Medal Table will keep track of the total number of Medals and points awarded to each country.

THE COMPETITION IS ALWAYS DIFFERENT

BARCELONA '92- Olympic Gold is an excellent one player game, because each event offers a unique set of challenges requiring a variety of skill levels. For a truly challenging experience, try playing against two or more competitors. This puts each player against the computer and one or more human opponents. While the game is action-packed, the game play is based primarily on each player's fast reflexes, not on their knowledge of the real-life sport (as is the case with many sports simulation games, such as *Joe Montana II: Sports Talk Football*, where a working knowledge of football is as vital as the players' ability to manipulate the controller quickly.)

The differences between the Genesis and Game Gear versions of *BARCELONA '92 - Olympic Gold* are small, which means you can experience the same level of challenge at home or on the road. V

Barcelona '92 Olympic Gold
US Gold

SYSTEM: Genesis
CATEGORY: Sports
PLAYERS: Single, 2P (competitive)

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS
DEPTH & CHALLENGE
OVERALL FUN

Barcelona '92 Olympic Gold
US Gold

SYSTEM: Game Gear
CATEGORY: Sports
PLAYERS: Single

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS
DEPTH & CHALLENGE
OVERALL FUN

HAMMER THROW • 3 METER SPRINGBOARD DIVING

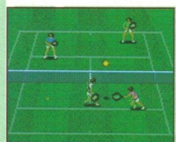
Wimbledon TENNIS™

GAME GEAR





Welcome to Wimbledon. You can almost see 'em...twenty thousand heads swiveling like robots to follow the ball...millions more watching on T.V. This is the ultimate tennis championship. The best players in the world are here, trying for the tall silver cup. You

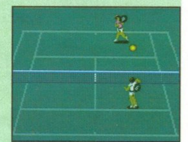


Keep your players staggered front and back in doubles matches. You'll keep more of the court covered. Bunch up at the net and any back court shot will leave you high and dry!

can join their ranks. You can win the Wimbledon Cup. And to get here you don't have to train for twenty years. All you have to do is turn on your Game Gear!

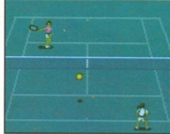
Wimbledon has a mode for every player. Free Match Mode lets you become one of the players on the circuit and test your skills against other pros. You can play doubles or singles matches in Free mode and build your skills for the road to Wimbledon. The best players to be are Mauser of Germany or Hines of America.

In the Tour Mode you must play against some pretty tough competition in America, Australia, France and England. You begin with fifteen points which you can allocate to your strength, speed and skill. Your player's ability improves as you advance in the standings. You can even assign player characteristics - for example you can be a net player, a baseline player or an all around. With a Gear-to-Gear cable and your friend's Game Gear, you can play singles and doubles matches against each other.



A high, lobbing return is an invitation to a cross court smash! Point in your favor.





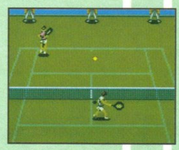
Back from the net too fast and you'll miss the fore court returns. Here the player has been caught too deep in his own court. Bad news!

Serve Up Some Lightnin'

If you want to win at Wimbledon, you'll have to spend some time practicing in Free Match Mode. The controls are pure simplicity. Button 1 to serve or volley a low, fast ball. Button 2 to serve or volley a high, lob shot. Press down on the D-Button and you'll even dribble the ball before you serve. (This move makes you look good!) The key to making a solid serve is timing. Press the button once to toss the ball and press it again to serve. If you whiff, you'll get a fault. Double fault and it will be Love-15. Not good!

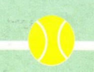
Many Happy Returns

After the serve comes the volley. Any good player is going to try to hit the ball where you are not. So to make a good return, you have to move to where you think the ball will be. The D-Button moves you faster than you might think, especially on the clay court! It's easy to overshoot and run past the ball. A clue to where the ball will be is to watch the shadow. Get to a high, lobbing return and you can smash it deep into the back court. Listen for the audio clue when your opponent lobs- it'll help you gain the offensive.



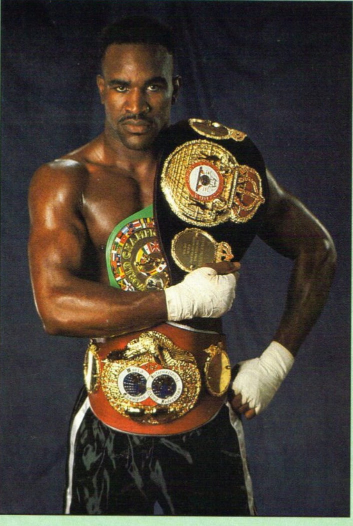
Grass court play is fast and the ball stays low. Brush up on your serve and volley before giving it a try.

At the end of the Tour is the Wimbledon Silver Cup. It's within your reach. The crowd is calling your name. Centre court. You serve...it's an ace...the crowd goes wild! Wimbledon on Game Gear. ✔



Evander "Real Deal" Holyfield's Boxing™

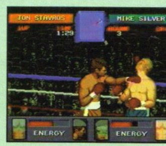
So, you want to be the Heavy Weight Champion of the World? Well that title is held by Evander Holyfield, and he's not going to let it go without a fight. In fact, before you can go into the ring with the undisputed champ, you'll have to beat a line-up of other fighters.





Avoid an obvious mis-match like this or you too will get the stuffing beat out of you.

Right at the start of *Evander Holyfield's 'Real Deal' Boxing* you'll notice the



When the damage meter for your head gets below your nose, watch out for cuts and bleeding. Soon after, your manager will throw in the towel.

excellent digitized graphics as you enter Career Mode and create your character. First, decide on a name, then determine if your character will be right or left handed. Next, select the color of your character's skin, hair and shorts. When your character is complete, you will automatically be ranked 30th. Your goal is to improve your rank until you reach #2 and can go head-to-head against Holyfield. The game keeps track of your progress (or lack thereof) as you proceed in your career.

Stayin' Alive in the Ring

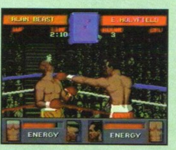
As round one of your first fight begins, press 'A' to punch with your left hand, 'B' to block and 'C' to punch with your right. Use the directional arrows to move around the ring and to crouch. Developing combination punches will assist you in defeating your opponent quickly.



You've finally made it. It's you vs. Evander himself. Remember all those combination punches and blocks you learned on your way up. Good luck. You'll need it.

Training is your Key to Success

Before each fight, you will be able to select three training power-ups, such as a protein diet or practice on the speed



Get used to taking it from Holyfield. But, don't give up. He's human and will cut and bleed, just like everybody else.

bag. A chart automatically informs you what each icon can do for your character's Power, Stamina, Speed and Defense. Smart planning before a fight is as important as fast reflexes in the ring. For your early fights, establishing a good defense is important. If you're on the offense and time in the round is running out, go


Continued on page 30

EVANDER HOLYFIELD: FACE-TO-FACE OUTSIDE THE RING

Evander Holyfield currently reigns as The Undisputed Heavyweight Champion of the World, and in his corner is Sega of America with the hot new Genesis game title, Evander Holyfield's 'Real Deal' Boxing.

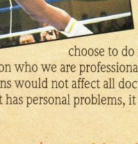
Born on October 19, 1962, he's 6'2" and weighs approximately 235 pounds. In a recent interview Holyfield described to SEGA VISIONS how proud he is to be the star of his own video game.

SV: *Why did you dedicate your heavyweight title to the children of the world?*

HOLYFIELD: I dedicated my title as proof to all of them that with hard work and dedication they can succeed at whatever they choose to do in life. Leading up to my becoming the Heavyweight Champ, I set up a long series of goals for myself. As a child, I wanted to be the Boy's Club champion and then I wanted to win the State Championship. I later worked to become the National Champion, and then I wanted to join the U.S. Olympic team. From that point, I turned professional and kept working toward my ultimate goal.

SV: *What is your typical training schedule?*

HOLYFIELD: I usually work out three times per day. In the morning I do the boxing workout. I spar, hit the heavy bag and skip rope. In the afternoon, I do a conditioning workout, which includes running and other cardiovascular exercises. In the evening I follow up with weight training. I don't have a special diet, but I have my vitamin supplements and I don't eat too much red meat.



SV: *When you're in the ring fighting, what goes through your mind?*

HOLYFIELD: I ask myself if I'm ready. I go through a checklist in my mind, and think about whether or not I did all of the things my coach asked. I go into the ring knowing I did everything I could to prepare, and that gives me a certain confidence factor. I also build up my confidence by thinking about all of the tough fighters I have beaten in the past. Like a pilot before a flight, I have my own pre-fight checklist, then in the ring, I put forth an honest effort.

SV: *What was the most difficult fight you ever had?*

HOLYFIELD: On July 20, 1986 against Dwight Qawi in Atlanta. It was for the WBA Junior Heavyweight Title. The fight went fifteen rounds. It was a very hard fight because the pace was hectic. It was my first championship fight and the first time I ever went fifteen rounds.

SV: *As a boxer, what is your strongest asset?*

HOLYFIELD: I think my spiritual belief is my most important asset. Also, my ability to think is more important than my quickness or punching power. There is always going to be someone who will be faster or who will hit harder, but overall, my thinking ability is what brings everything together. I also believe that it's not the size of the man, but the size of his heart that matters.

SV: *Outside of the ring, are you friendly with the other boxers?*

HOLYFIELD: Sure. It's like two people who are trying to get the same job or the same promotion. You're both going to work as hard as you can. In the ring, it's all part of the business.

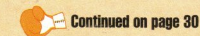
SV: *What are your ultimate goals?*

HOLYFIELD: I want to make a difference in people's lives. I have reached my goal to be The Heavyweight Champ of the World, and I want to teach other people how to reach their goals through hard work and dedication.

SV: *Has the recent situation with Mike Tyson hurt the reputation of all boxers or the overall sport?*

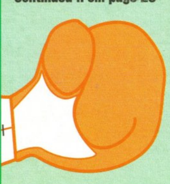
HOLYFIELD: Not at all. I truly believe that as individuals we make our own decisions. What we choose to do in our private lives has no impact on who we are professionally. If Mike was a doctor, his actions would not affect all doctors. Because one person in the sport has personal problems, it has no impact on other boxers.

SV: *When you're not training, what do you enjoy doing?*



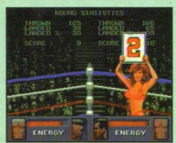
Continued on page 30

Evander Holyfield's Boxing, Continued from page 28



for the knock out! In between rounds, each fighter's energy is replenished (based on their score.) Thus, the tables could be turned in the following round if you don't act.

The Round One Bell Rings!

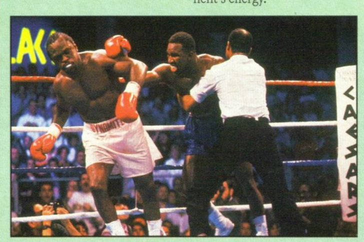


Between rounds, you can check how the judges are scoring. But, you may not want to leave your corner if you're getting creamed.

Notice the head and chest icons found below the boxing ring. As you or your opponent are hit, these icons turn grey. When either of your character's two icons are totally grey, you're history. If you get knocked down, keep pressing the 'A' button rapidly to regain your strength. If you can get your energy level high enough, the fight will continue.

Before entering the ring, try to use the energy meters during the training session to make yourself more powerful than your next opponent. When each round actually begins, try to go on the offense immediately and decrease your opponent's energy meter. Having the upper hand early on makes winning each round easier. If you're getting hit too often, back away momentarily to regain your strength.

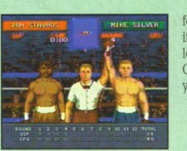
You'll know you're in good shape when you see blood mixed with sweat flying from your opponent's face as you deliver punches. If you discover a punch combination which is especially effective against an opponent, continue to use it to drain the opponent's energy.



A fight consists of three 3-minute rounds. (Of course, a knock out ends the fight immediately.) While fighting, keep an eye on your energy meter, as well as the energy meter of your opponent. Find your opponent's weakness and exploit it. (Using a controller with Turbo mode will allow you to throw punches quickly.)



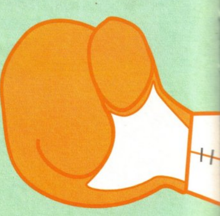
Try to get inside on Evander and you stand a chance at beating the champ. But, he'll put you on the canvas, if he sees any opening in your defense.

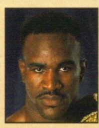


Even in a mis-match, the underdog can beat the favorite.

Non-stop One or Two Player Fun

Evander Holyfield's 'Real Deal' Boxing is a highly detailed one or two player (simultaneous action) game on the Genesis. Whether you play alone or against the computer's many different opponents, this game offers long lasting playability for sports fans of all ages. And if you like to take your challenge on the road, look for a Game Gear version later this year. ✓





Face-to-Face, Continued from page 29

HOLYFIELD: I like bowling and dancing. I'm a people person. I love spending time with my four children and working with kids in general. I try to teach my kids to be the best that they can be.

Anyone can be a boxer, but you have to work hard to be The Heavyweight Champion of the World. My kids have seen what I do to be the best, and they understand what's involved in achieving their own goals.

SV: *How do you feel about having a video game based on your career?*

HOLYFIELD: I feel honored because it tells me that others believe I have done a good job and feel that I am a good role model. A lot of young people will be buying this game and it is an opportunity for me to get my message about success out to people. Before they started programming the game, the people at Sega asked me a lot of questions to insure that the game would be realistic. I think they did a wonderful job, and I believe *Evander Holyfield's 'Real Deal' Boxing* is the most realistic boxing video game ever created. My kids love playing video games and sometimes I play with them.

In June 1988 Holyfield entered the Heavyweight Division. Since then, he has beaten such boxing greats as James "Buster" Douglas, George Foreman and Bert Cooper. Now video gamers can experience the thrill of being in the ring with Holyfield in Evander Holyfield's 'Real Deal' Boxing.

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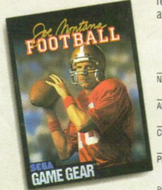
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DAVID ROBINSON'S SUPREME COURT™

GENESIS

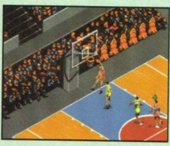
It's center court at Sega Sports Central. The crowd falls silent at the tip. You grab the ball, rocket down center court and score the first points with a reverse slam dunk that brings the crowd to its feet.



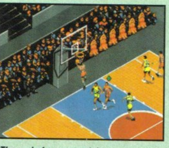
Hitting baskets from outside the three-point zone gives you extra points. Let your hottest shooters go to work!

Every move in this realistic simulation has been digitized from live footage of the best pros in the business. The action is so real and true-to-life that you'll swear you're seven feet tall with size 14 hightops!

David Robinson's Supreme



Shooting under the net usually results in a spectacular slam dunk. Awesome!



The end of a successful pass-and-go is a nice lay-up and two points. Use your passing wisely.

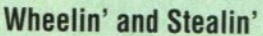
Court lets you play basketball your way. You can even role play and take on David "The Admiral" Robinson himself in the all-star game of the century.

The Best Defense

Picking teams and players is easy. Each has listed strengths and weaknesses to help you decide. But while you can match your opponent shot for shot, the secret to winning at *David Robinson's Supreme Court* is keeping a strong defense.

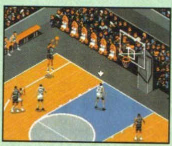
When you play against the computer you select the Center first. The rest are chosen for you automatically to match the players on the other team. You'll know how your defense is by the end of the first quarter. If you're being hammered in the backcourt, call a time-out when you have the ball and move your guards to cover different players. You can even double up on a real hot shooter to take the fire out of his moves.

You can use your opponent's time-outs to keep your team fresh. In the time-out screen you can see the condition of your players. If they're standing, they're ready to go. If they're breathing hard, they're getting tired. A player with both hands on his knees is exhausted and should be rotated with a man from the bench. Exhausted players can't guard or run very well and will cost you baskets.



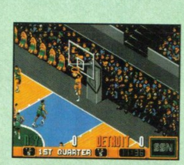
Wheelin' and Stealin'

When your opponent has the ball, you automatically go into defensive mode. Now your guards can block passes and shots. And if you're fast on



The defense (under the white arrow) has been caught away from his man. Bad move! It's going to cost his team three points!

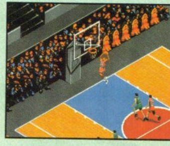
your feet, you can steal the ball and drive for the hoop. The more you control the ball, the better your chances of winning.



Keep a man deep in your opponent's court to catch long passes. You'll score with no interference from their defense.

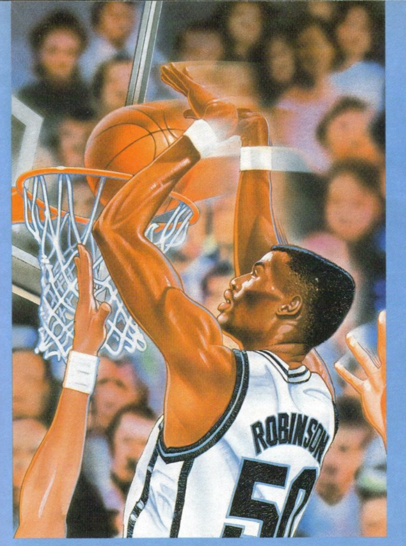
Screen Flip

When the players reach center court, you'll notice that the screen view changes. When this happens, players that were running toward you now appear to be running away. This phenomenon allows you to control play across each half of the court by changing your view of the game.



Break away from the pack and a wild, magnificent dunk that un-Genesis gamers only dream of will be yours!

If you're a fan of the hoop, just slam this jammin' hit into your Genesis and get ready for the basketball game of your life. V



Slammin' And Jammin' with David Robinson's Supreme Court

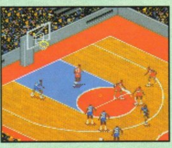
GAME GEAR

Think *David Robinson's Supreme Court* stands tall on the big screen? Just wait until you try it on your Game Gear. Only Sega could take five complete teams of seven-foot tall hoop stars and put 'em inside a Game Gear cart. Now you can have your basketball to go —anytime, anywhere.

David Robinson's Supreme Court for Game Gear gives you all the fun, excitement and realistic action of the Genesis version in the smaller screen format. Every move you see on the screen, from a tomahawk slam to a reverse flying dunk, has been digitized from footage of basketball's greatest stars.

Taking Sides

From the Options screen you can play a two-on-two, three-on-three or five-on-five game. There is an Easy and a Pro difficulty level. Play against the computer, or against a friend with another cart and a Gear-to-Gear cable. And, like the Genesis version, you can play against David "The Admiral" Robinson himself!



Here's an example of poor defense by the blue team. Keep your men covered and under the net to block close-in scoring attempts.

Pass and Go

David Robinson's Supreme Court for Game Gear is one of the most controllable hoop video games we've ever played. The CPU takes care of the mundane chores so you can concentrate on passing, shooting and scoring on offense and blocking and stealing on defense.

You pass the ball by pressing Button 1. The ball will go to the player with the green arrow pointing up. Passing cross-court as you get past the center line will make CPU players shift to redeploy defense in their key. If you move fast in this "pause" in the action, you can often get in and score before your opponent is ready.

Button 2 launches the ball toward the hoop. Hold it down for a jump shot. This technique will usually get you over the defense for two points. Keep your hottest shooters banging away outside the three-point zone for those three pointers.

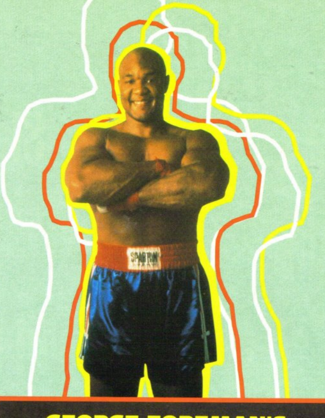
GAME SELECT	PRO
OPPONENT	CPU
PLAYERS/TEAM	2 VS 2
PLAY LEVEL	NORMAL
MINS/QUARTER	12
SCREEN FLIP	FADE
MUSIC/FX	MUSIC+FX

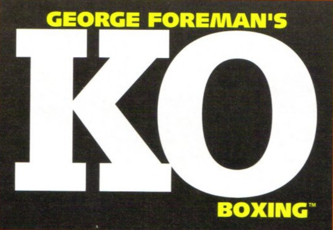
PRESS START WHEN READY!

Options let you play the game your way; against the CPU or with another cart and a Gear-to-Gear cable, against your friends.

On defense, the arrow points down on your man closest to the ball. Button 1 blocks. Hit Button 2 to attempt a steal. Try to keep a man under your basket. Some CPU teams will pass repeatedly in your backcourt before trying to score. You want to be ready to block a drive to your hoop...or to pick up a rebound and catch your opponents off guard.

If you're a basketball fan, then *David Robinson's Supreme Court* for both the Genesis and Game Gear systems are for you. They'll get you slammin' and jammin' in style. ✓





It's time to slip on the gloves and step into the ring with one of the greatest fighters in the history of professional boxing. *George Foreman's KO Boxing* by Flying Edge gives you the punches, power and moves of George Foreman on your Game Gear.



A right hook can knock the wind out of you...a good punch for close-in slugging.

This hand-held knockout puts you in the ring against four title contenders, in a series of ten-round matches. With another cart and a Gear-to-Gear cable, you have the option of boxing a friend -- either George or another heavy hitter. If you win all four matches, you become the new World Champion. Lose to the same opponent twice and you taste the agony of defeat.

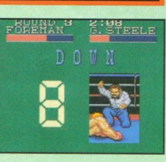
The Best Slugfest Ever

George Foreman's KO Boxing is true to form and about as real as simulated boxing can get. Mastering the various punching is easy. Button 1 for the Left and Button 2 for the Right. You can jab and hook, uppercut, block punches, duck and sway back. The true test of your talent comes in combining various combinations of punches and moves to out box your opponents. All have different strengths and weaknesses. And all are real bruisers.



Try to save your Superpunches for when they can do the most damage to your opponent's stamina meters. Three in a row can drain their meter to nothing, giving you a K.O.

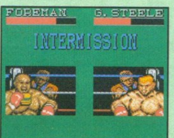
You can punch to the head and body. A good combination to wear down your opponent is to jab left twice to the head, followed by an uppercut. Get the timing right and you'll see the effect on your opponent's stamina meter. On iron-jawed boxers, you have to punch to the body. Punch left, right, left, right, and be ready to duck. No one combination works every time. Whichever way you decide to attack, remember that each round is over two minutes long. It takes some fast and furious button pressing to make it through the round a winner. Pressing the Start Button will pause the game. Use it whenever your fingers get numb or your hand begins to get tired. Press Start again and you are back in the fight.



What we like to see is the opponent down for the count! Looks like a K.O. for George!

A Superpunch blasts your opponent back to the ropes. Nobody can take more than a few of those!

If you win a match, you get from two to four points, depending on whether you win by a knockout, a technical knockout or by judgment. You can use these points to increase the power of your



If George is feeling strong in-between rounds, he'll munch down a burger. What an appetite!

punch, your recovery time or the speed of your footwork. Each has a significant effect on your fighting ability. Your ace-in-the-hole is the Superpunch. Press Buttons 1 and 2 until the meter on the screen fills with dots and your gloves flash white. Then press Button 1. You'll smash your opponent back against the ropes.

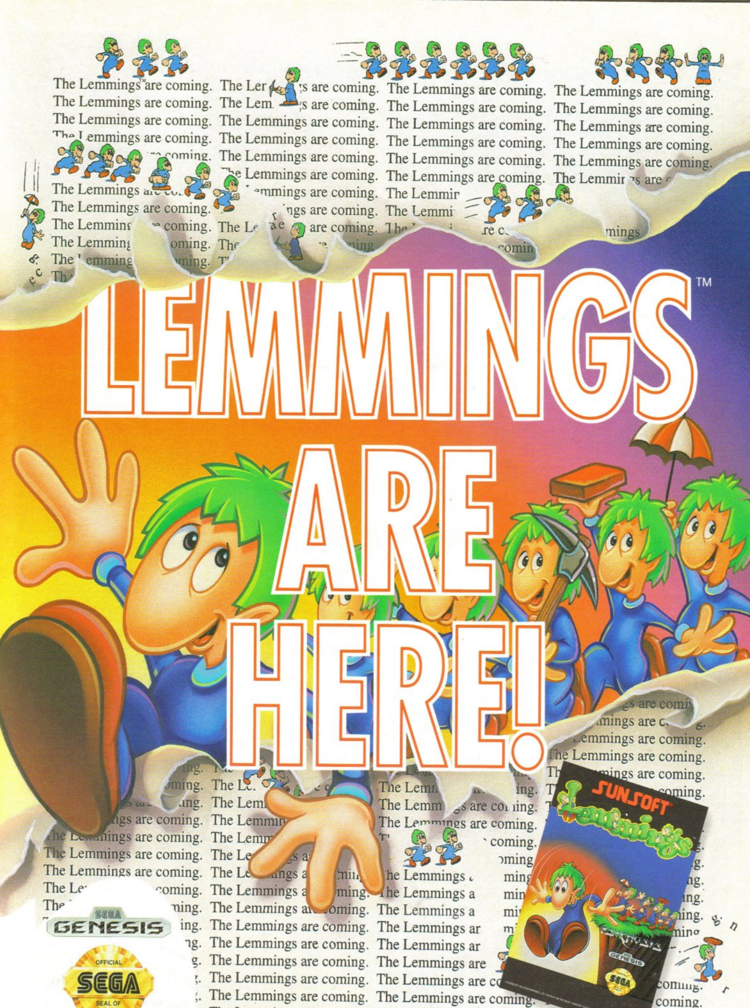
If you like sports games, you've got to try *George Foreman's KO Boxing.* It's boxing like it ought to be. ✔

George Foreman's KO Boxing
Flying Edge

SYSTEM: Game Gear
CATEGORY: Sports
PLAYERS: Single, 2P (competitive)

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS
DEPTH & CHALLENGE
OVERALL FUN



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2







Use EyeClops's beam to see the platforms that you'll need to continue. And watch out for those meteors.

You won't get any farther than here without EyeClops, get him in the center prize block.

If you've lost Red Stealth by now, don't worry, you can get him back or Maniaxe.

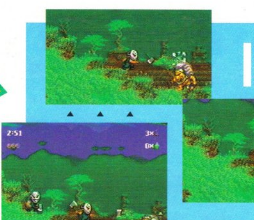
1 Start

Here's the start of the route to the Flag of the Woods of Despair. Watch out for the carnivorous rocks. You'll need fast swordsmanship to bash 'em out of your way. Good luck! You'll need it.





Last issue of Visions we showed maps of some of the early levels of Kid Chameleon, the hot new Genesis title from Sega. Kid Chameleon is such a big game — big in graphics, big in depth, and big in gameplay — that we decided to run a few more pages of maps.





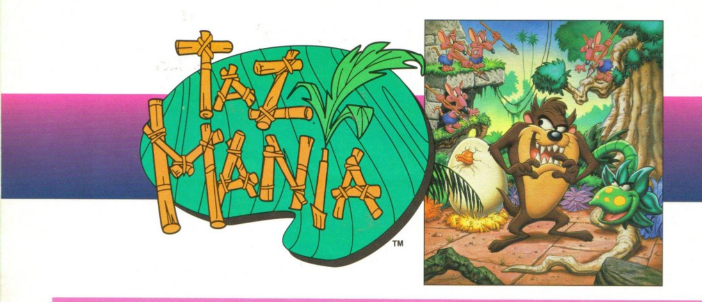
In The Lion's Den, you'll only get through if you keep tossing a steady stream of hatchets at the lions you meet. And this level is swarming with 'em.

3



Just run and jump to get across. But, look before you continue. You don't want to miss one of the rubber blocks. You'll have to go back to where you originally got EyeClops and start this section all over again, if you miss.

Don't worry about the drill blocks. You'll have enough life to get the flag.



Taz-Mania, the Warner Brothers cartoon superstar, is venturing into new territory–the world of Genesis video games, in an all new action/adventure title that's sure to tickle your funny bone. Help Taz (a Tasmanian Devil, of course) find the elusive Tasmanian Seabird egg so he can feed his family. This hilarious journey will take you through scorching deserts, an abandoned mine, and a toy factory that produces toys of destruction.

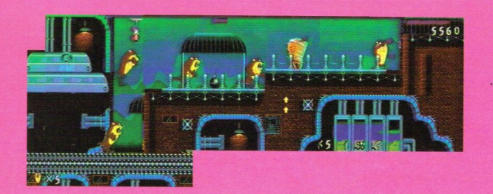
The voracious and foul-tempered Taz is certainly a force to be reckoned with. Given half a chance, he will devour everything in sight, even if it is likely to result in serious indigestion or worse. But sometimes his dining habits can help him out of tight spots, such as when he eats those red-hot chili peppers and breathes fire on his enemies.

Taz has a lot more tricks up his sleeve (or whatever...). Here are six pages of maps and hints for everyone's favorite cantankerous old devil.

Ugh! Me should'a ducked that time!

If you have to jump a great distance, try this trick. First, get a running start, then jump at the last possible moment. In the middle of the jump, start spinning and you'll fly across most obstacles. This works especially at the end of the first level–jump on the first geyser then jump and spin your way to the exit!

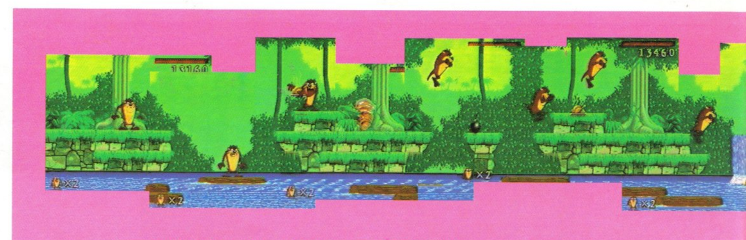
Throughout this entire level there are levers that you can pull in order to continue on without taking any damage. Here are the maps to the first two switches. Hope they help.



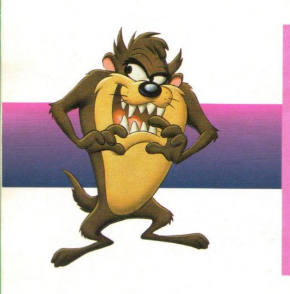
Here's where the second switch is. But, when you get there, there's a choice– should you throw the one on the left or the one on the right? Okay give up yet? It's the one on the right.



In the mine, be sure to pay attention to the signs when they tell you to go up or down. If not, you'll get squashed. When you have to make a jump, speed up if the light is green, slow down if the light is yellow.



Throughout this level, you can either jump from island to island or catch a ride on a floating log. But, be careful, Taz can't swim at all.

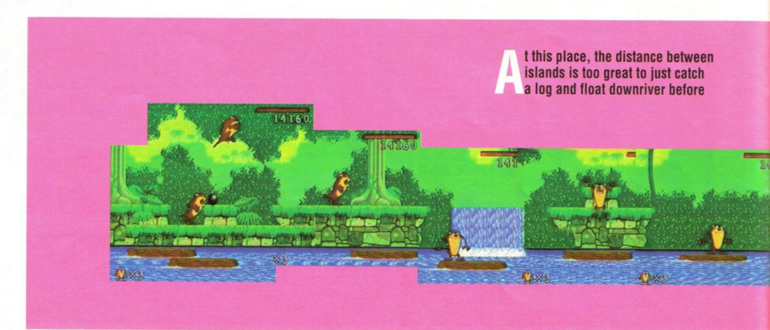


On the islands, there's all kinds of good and bad things for Taz to eat–especially his own framed portrait. And as usual, there's always something out to get him, so watch out for the Taz-eating plants.



▼ ▼ ▼

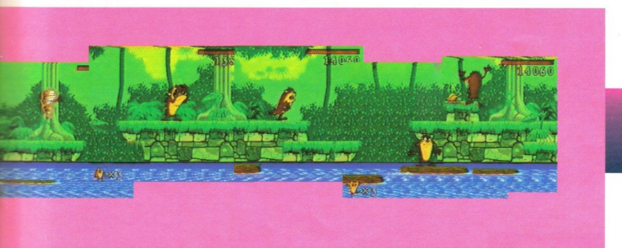
At this place, the distance between islands is too great to just catch a log and float downriver before





At some spots, it's too far for Taz to jump along the river. Here, you'll have to ride a log. But, guess what! As soon as you land, the log starts to sink. So, start looking for a place to jump to as soon as you land.

▼ ▼ ▼



your log sinks. To land on the ledge, you'll have to jump and spin while pressing up on the D-button.



At this level, you're almost to the island where the Tasmanian Seabird lives. But first you'll have to make it to the Firebreathing Temple's inner chamber. There you'll meet a statue of none other than–guess who. Yes, Taz himself. Hint: when you meet a difficult character like Taz–spin, spin, spin. Also, watch out for natives, statues that breathe fire, and bats.

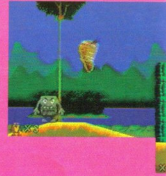
You'll probably need to eat something along the way too. But, this level is really hot in more ways than one. So, watch out what you eat. Even though that'll be pretty difficult with a voracious, eat any and everything in sight, Taz.



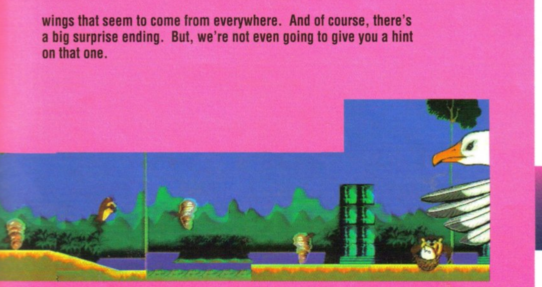


This is it! You've finally made it to the level where the Seabird egg is. As usual, you'll have to outsmart a few dangerous Taz-bashing creatures–especially momma Seabird. Watch out for





wings that seem to come from everywhere. And of course, there's a big surprise ending. But, we're not even going to give you a hint on that one.





Reviews-Genesis



AYRTON SENNA'S SUPER Monaco GP II™

It's the race of your dreams — the Grand Prix World Championship — and you have the pole position. Ahead is a treacherous course full of twists and turns, where racers will be attaining speeds of over 200 miles per hour. Following you is a pack of drivers hungry for victory. Where are you? At home playing *Ayrton Senna's Super Monaco GP II* on your Genesis!



When approaching a hairpin turn, brake just before the turn begins, then hug the inner track and pour on the gas to make it through!

The brains behind the game is internationally renowned Ayrton Senna, 1991 Formula 1 World Champion. Sega drew upon his knowledge of the best race circuits and the best Grand Prix race cars, and created a game that literally puts you in the cockpit.

You have a number of options at your disposal. In addition to the "pre-race" options (such as setting the control pad brake and accelerator), you can choose to race either with an automatic transmission, or a manual transmission with four or seven speeds.



Avoid collisions with other cars on the track. While they will not usually wreck your car, the recovery time will let other cars get in front of you. Bad move!

Pick your path to Fame

The best way to become an expert is to use the Free Practice mode, which gives you information and lets you practice on the game's sixteen courses. Then it's on to the big time.

You have two ways to become famous in the international driving circuit. The Senna G.P. mode puts you in competition on courses designed by Senna himself. It's the toughest mode in the game, since you cannot practice on the course before you drive your preliminary race. To advance in the Senna G.P. you must finish in the top three positions. The trick to winning is to run the course fast enough in the preliminaries thereby getting a starting place high in the grid, and holding that place throughout the race.

The World Championship mode puts you on the G.P. circuit. After practicing the course, you take a warm up lap to establish your position. Finish in the top three spots and you get a certain number of points, which establishes your rank in the World Championships. You can save your rank and continue with your racing career later, which means you can break for

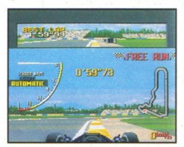


Keep the car on the track as much as possible. Your lap times will suffer if you keep getting on the shoulder, resulting in a bad spot in the starting grid.

dinner, school and *Phantasy Star III.* Not bad, huh?

To Shift or Not to Shift

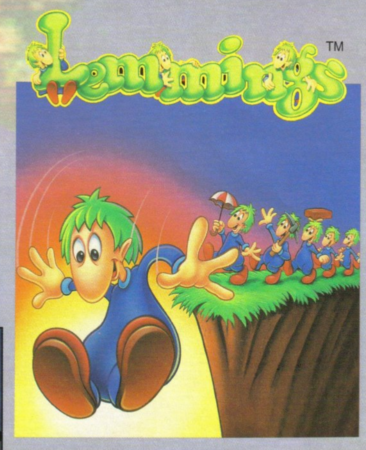
The fastest way to get into the game is with the automatic transmission. Shifting manually is a little tricky, although in the long run it's the fastest way to go, especially when you use all seven speeds. In some races you can shift gears over a hundred times.



Practice the course in the World Championship mode until you can beat the best time displayed in the upper left corner of the screen. Remember you will have to do even better to get a good spot in the starting grid.

Automatic lets you work the accelerator and brake while the car does the shifting. You can downshift manually, and then let your car shift into the higher gears as you gain speed. With automatic you can drive more strategically, while manual shifting gives you an edge in speed. You can win races either way. The choice is yours.

If you have an urge to control the uncontrollable, to take pure, unleashed power in your hands and become a Grand Prix champion, then take *Ayrton Senna's Super Monaco G.P. II* for a drive on your Genesis System. ✔



WARNING: In this game you will see thousands of incredibly mindless, purple-haired rodents march off cliffs into pits of fire, bottomless lakes and flaming gates...unless you provide Lemming aid! The Lemmings in the game are migrating through a giant maze and they need your help to make it through. Although you can't act on the Lemmings directly, you can assign them special attributes, which affect the way they behave.



Use builder Lemmings to get over high spots to the exit. Here you have two builders...just enough!

Lemmings by Sunsoft is big, big fun. 180 levels full of obstacles that will test even the most warped puzzle gamer's mind. Fuzzy, mindless rodents. Awesome colors, graphics and sound. And a password feature that lets you access any previously achieved levels. There's even a twenty-level, two player mode that really adds to the fun! This is a game you won't want to miss.

The object of *Lemmings* is to get the varmints from the start to the exit of each maze level. Each level is timed and in each you must rescue a certain percentage of the Lemmings to continue. The game has several levels of difficulty, from easy to extremely frustrating. The two player mode is almost a combat to save the Lemmings. The object here is to block the other player's exit, getting the Lemmings safely through your exit.



Diggers take you through obstacles at a slight downward angle.



Builders bridge gaps for all Lemmings to cross. Once a builder is finished, it will convert back to normal Lemming.

Exploding Lemmings

Lemmings start out in life with but a single attribute: they just keep moving in one direction until they meet an obstacle, at which point they turn around and go back the other way. If you want them to do anything else, you have to assign them special attributes, which modify their behavior. You can turn Lemmings into Climbers, who scale vertical heights, Miners, who dig at an angle, or Bombers, who count to five, cover their head and explode! Not all attributes are available in every level, so you must plan carefully to get the critters to the exit.

You pick attributes from the set of icons at the bottom of the screen. Selecting the set of Lemming tracks (Paws, get it?) stops the game so you can view the maze and decide on your strategy. The Lemmings begin by walking to the right. They'll keep going until they reach an obstacle. Then they walk left. If they encounter a cliff, they walk over. The easiest way to stop Lemmings from going somewhere is with a Blocker. Like a traffic cop, Blockers act as barriers the other Lemmings can't get around. Once selected, Blockers never move.



Use blockers to keep your Lemmings from going over the edge. Like traffic cops, they control the crowd.

To get your Lemmings across a gap, you can turn some of them into Builders. Builders construct bridges across gaps in an upward direction. Bashers dig into whatever is directly in front of them when selected. They are great for making tunnels. You can tunnel under traps by making a miner, then turning it into a basher. Combinations like this are often the best way to get through a complicated level. Some call for split second timing. A hole in the wrong spot could let all your Lemmings fall to their doom.



A basher Lemming has just cleared a straight path through a wall. Almost nothing stands in their way.

Whether you're a new gamer or a seasoned pro, *Lemmings* will get into your blood. ✓

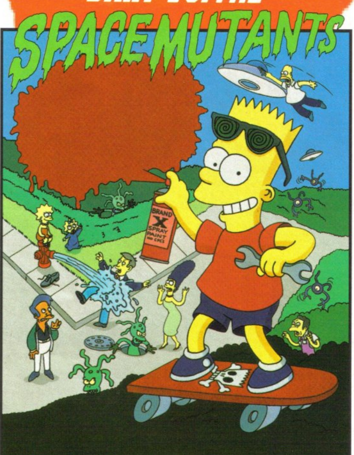
Lemmings
Sunsoft

SYSTEM: Genesis
CATEGORY: Puzzle
PLAYERS: Single, 2P (competitive)

RATINGS: 10 20 30 40 50 60 70 80 90 100

- GRAPHICS
- SOUND & MUSIC
- PLAY CONTROLS
- DEPTH & CHALLENGE
- OVERALL FUN

THE SIMPSONS™ BART VS. THE SPACE MUTANTS



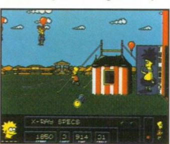
"EAT MY SHORTS, MAN!"

There's only one bad boy who can say that to your face and get away with it. It's Bart Simpson! He's ready to put your Genesis System to the test in *Bart vs. The Space Mutants*, from Flying Edge.



The bouncing red rings will bash your life away. Dodge 'em, jump on people's heads to get the hats.

In this action game you bop into the smelly hightops of the Bartman himself to save the planet from a bunch of totally gross mutants who are disguised as humans. But you have X-Ray Specs which help you to see who really is a mutant. This adventure will take you from downtown Springfield to the glowing halls of the Springfield Nuclear Power Plant, foiling the mutants' plans along the way.



You have to be level with the balloons to shoot them down. Don't waste your slingshot ammo.

Mutant Machinery

The mutants are building a machine to take over the planet. The object of the game is to capture, destroy or otherwise change the items the mutants need. The objects range from anything purple in Round One to nuclear power rods in Round Five.

Tough Times for the Bartman

Bart vs. The Space Mutants is more tricky than it seems. The key to collecting all the items in each round is to try everything. Some objects you can spraypaint. Others you can blow up, like the purple bowling sign in Round One. Hats, balloons and nuclear power rods can be collected. Exit games must be shot.

That's hard enough. At the same time, you have to spot mutants and jump on their heads to get coins and "proof" that they really exist. Coins can be used to buy things like rockets and to play the carnival games in Round Three. You need proof if you want your family to help you.

Bart is the only one who witnesses the space mutants landing. With his glasses, Bart can tell who is really a mutant in disguise.

Get all the items and you head into an obstacle course. Here, split-second timing is the only way you can make it through. If the distance of a jump seems impossible to make, try hitting Button B then Button A along with the D Button. You'll jump farther.



Going for a hat while the hoops are rolling is a risky move that most likely will cost you a life. Not cool, man!

At the end of each round you battle one of Bart's worst enemies. Find their weak spot and attack it to bring 'em down. If you've collected enough proof, one of your family members will give you a hand.

If you can stop the mutants from making their machine, they will do something pretty cool in honor of your devious little Bart-like mind. For those gamers who like to try everything, the game has a hidden invincible and round-select mode. *Bart vs. The Space Mutants* is a game that will put your gaming skills to the test. Give it a try.

Bart vs. Space Mutants
Flying Edge

SYSTEM: Genesis
CATEGORY: Action
PLAYERS: Single

RATINGS (scale 10 20 30 40 50 60 70 80 90 100)

- GRAPHICS
- SOUND & MUSIC
- PLAY CONTROLS
- DEPTH & CHALLENGE
- OVERALL FUN

Krusty's Super Fun House

Krusty's Super Fun House is the second game in Flying Edge's Genesis Simpson series. This maze thriller takes you deep into the demented happyland of Bart's favorite clown, Krusty. The funhouse is full of rats and you, as the green haired clown himself, have to lure the rodents into a variety of rat traps.



To find the shortest way to the trap, follow the rats.

The game features five sections of up to 14 levels each. Krusty is a psycho clown who can jump like a rabbit, kick stuff around, sling superballs and knock flying pigs from the sky with custard pies. Beat all the levels in a section and you'll get a password to let you start right up at the next section.

To Trap a Rat, You Have to Think Like One

Solving each level is simply a matter of figuring out how to get the rats into the trap. Find it and work backwards, looking for the obstacles that will prevent the little rodents from reaching their doom. Then think like a rat! Since they can only climb heights of one step, you have to find ways to get them over high spots and in some places, up to four steps above you. The only way to do it is with blocks.

Blocks are a Clown's Best Friend

You have access to two kinds of blocks: pink magic blocks and blue movable blocks. Kick the magic blocks to get extra lives, restore strength, win prizes and open secret rooms. The blue blocks can be picked up, carried and dropped to make steps. And you can do more than just stack them. Try standing on the left or right side of the block, until you are about to fall off, and drop a block. You will be able to form stairs so the rats can reach higher levels.



Homer handles the rats with this laser.



The flying pig is gonna get ya if you don't watch out! Zap it three times with a custard pie and no more pig.



Bart helps Krusty in level 1 by smashing rats with this machine.

Other things you can pick up and use to move rats are blowers, pipe corners, straight pipes and glass jars. Blowers act like huge fans and can blow the rats out of your reach. You can also use blowers as steps for yourself. Corner and straight pipes hook together. Glass jars can be used as steps and can hold a rat. You can carry the jar right to a trap and break it with a kick. One less rat to worry about.

Each section has a room with a locked door. Empty the other rooms of rats and the lock will disappear. Clear this room and you get a password so you do not have to beat the section all over again.

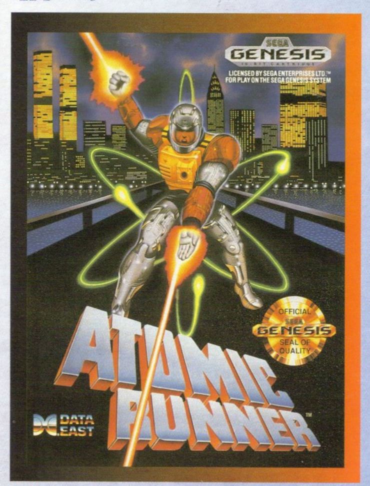
For big fun in the Bartman's world, play *Krusty's Super Fun House.* ✓

Krusty's Funhouse
Flying Edge

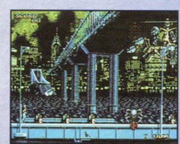
SYSTEM: Genesis
CATEGORY: Puzzle
PLAYERS: Single

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS
DEPTH & CHALLENGE
OVERALL FUN



Enter the nightmare world of the *Atomic Runner*, from Data East, where Deathtarians strike fear into the hearts of the people, murdering and kidnapping anyone who dares get in their way. You are Chelnov, a young man who must avenge the death of his father and rescue his kidnapped sister from their evil clutches.



Don't let the bright lights of the big city distract you. Your goal is to shoot at and destroy all of the enemy characters on the screen.

This fast and furious shooter is challenging from beginning to end, with seven levels of non-stop action. And we mean non-stop, since the screen continually scrolls to the right, whether you are moving or not. If the left edge of the screen catches up to you, you are pushed right along with it, most likely into the arms of some waiting Boss.

Although there is no password feature, nine different control styles and three levels of difficulty should accommodate almost any player's style or level of expertise. Select the number of lives per game (3 or 5), the number of Continues (3, 5, 10 or 15), and whether or not to activate two Turbo modes (Rapid Shoot and Rapid Jump.)



Practice using the Controller, so you can instantly shoot, jump or switch directions, depending on the obstacles you face.

Don't Let Enemies Put the Squeeze on You

During several of the stages, you'll encounter giant arms coming from the ground. These arms will reach out and squeeze you to death if you're not careful. To get by one of these arms, quickly shoot the other enemies surrounding it, then jump over it to safety.

Beating the Level Bosses

To beat the first level Boss (which looks like a giant dragon), stay near the left side of the screen and hold down the 'A' (Shoot) and 'B' (Jump) buttons simultaneously. Always try to aim at the dragon, and keep moving.

You can beat the Big Gold Boss at the end of level 2 by holding down the 'A' button, jumping up and aiming for his eye. Shoot one eye then jump over his head and shoot the other eye. It is safe to jump directly on this Boss's head, but if you touch any other part of him, you're vaporized into atomic dust.

You can beat the Drop Ship Boss at the end of level three by staying on the right or left side of the screen and firing until you see smoke coming from the ship. Be sure to avoid parachuting aliens and the Boss' homing missiles.



Always aim your weapon directly at the enemy and avoid the weapons or obstacles which the enemy aims at you. Aim for this creature's head and belly to quickly defeat him.

The MoJo Idol at the end of stage four can easily be defeated if you shoot at his rocket powered head as he jumps. (If you beat the level 2 Boss, this guy will be a snap.)

The Teradactile Boss in level five has giant wings which must be avoided. This enemy's weakness is his chest. Hit his chest several times, then move away to avoid this guy's neck. When it's safe, hit his chest a few more times, then dodge him as he tries to crush you with his body. Once again, aim for the Teradactile Boss' chest and fire multiple times.

If you reach the end of level six, beware of the Madroid Robot Boss. To defeat this dude, you'll have to shoot at



Here in stage 7, you'll encounter several Bosses at the top of the Statue of Liberty. This is the final level so be prepared for the unexpected.

his eyeball after his body comes apart. Stand to the left side of the screen (just out of his reach) and you should remain safe. You'll need to hit the eyeball at least three or four times.

If you enjoy shooting games with a futuristic twist, check out *Atomic Runner* on the Genesis system. The challenge is non-stop and intense. V

Atomic Runner
Data East

SYSTEM: Genesis
CATEGORY: Action
PLAYERS: Single

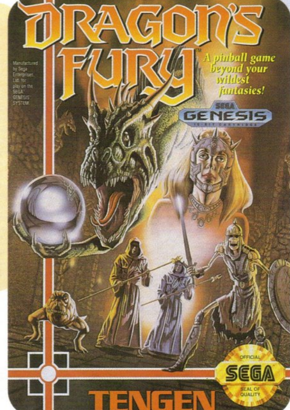
RATINGS (scale 10 20 30 40 50 60 70 80 90 100)

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS
DEPTH & CHALLENGE
OVERALL FUN

With *Dragon's Fury*, Tengen has combined the feeling of traditional pinball with the anything goes world of video games. *Dragon's Fury* is a great simulation of a pinball game, but it is also a great video game. The ball moves around as though it were controlled by the laws of physics, but it also does things that no pinball machine could ever do.



Earn 1,000,000 points for clearing Bonus Level 1 - simply defeat each Dragon. Each time you hit a Dragon's head with the ball, you'll earn 5,000 points.



Getting Started

The Options menu lets you configure the game parameters to your own preferences. We found it easier to control the game by using Button A to control the Left Flipper, Button



Earn 6,000,000 points by clearing Bonus Level 6. Try to destroy the blue snake first (100,000 points), then aim the ball toward the monster's face.

B to control the Right Flipper and Button C to activate the Tilt, although you can set the parameters to those that best suit your style of play.

The *Dragon's Fury* playfield is divided into three sections. In each section, you have to battle dragons, skeletons, monsters and guards. You score points just as you do in a traditional pinball game, by hitting targets and bumpers, but mainly by keeping the ball in play. The ultimate goal is to score one billion points.

In addition to the three playfield sections, *Dragon's Fury* features six different bonus levels, each with a different theme. The bonus levels are available via a passageway from the upper playfield, so obviously, the upper playfield is the place to be. The best time to get the ball into the upper playfield is when you initially launch it. Use the 'B' button to launch the ball. As it travels about half-way up the pathway, press (and hold down) the 'B' button again to activate the Right Flipper (putting it in the up position). This will cause the ball to travel directly to the upper playfield.

The Upper Playfield

This area contains a large Witchcraft Symbol in the center of the screen. Note that each of the Roman numerals point to a trap door or entrance. When one of these numbers is lit up, aim the ball toward the corresponding door and you'll enter a bonus level.



While in the upper play area, look for the Roman numeral which is lit and aim the ball to that pocket (notice the yellow arrow) in order to reach a Bonus Level.

The Middle Playfield

At the center of this section is the face of a woman, smiling sweetly. Watch closely, and you'll see her change, in small subtle steps, into a maniacal demon. This is one of the things that makes *Dragon's Fury* more than a pinball simulation.

Try to aim the ball toward the left section of the woman's head or into the holes at the top of her helmet. Also, try to get the ball to hit any of the small red witchcraft symbols. But whatever you do, try to avoid letting the ball slip past the flippers and into the lower playfield. Once the ball reaches the lower playfield, it is easy to lose it. To constantly build up points, try to keep the ball in the upper two playfields or in the bonus levels.

The Lower Playfield

You have to keep working the flippers in the lower playfield, or you'll lose the ball.



In the lower game area, aim the ball into the center tower and a Stopper between the two bottom flippers will materialize.

Whenever this happens, you'll hear the demonic laughter of your enemies. The ball is in danger only if it is in the lower playfield, but because a ball can warp from any area to any other (including bonus levels), you should never let your guard down.

In the lower playfield, if you can send the ball into the object located in the center of the screen (just above the flippers), a block will materialize between the lower flippers, and keep you from losing the ball.

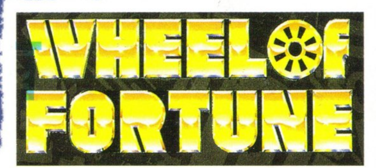
Overall, *Dragon's Fury* is an excellent video game adaptation of the popular arcade hit. If you enjoy the thrill and speed of traditional pinball, check out this hot new Genesis title. ✔

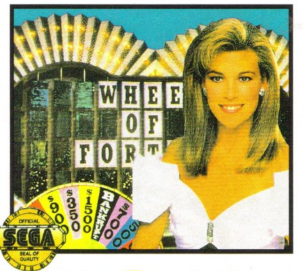
Dragon's Fury
Tengen

SYSTEM: Genesis
CATEGORY: Action
PLAYERS: Single, 2P (alternating)

RATINGS 10 20 30 40 50 60 70 80 90 100

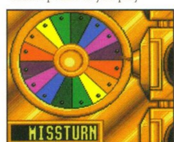
GRAPHICS
SOUND & MUSIC
PLAY CONTROLS
DEPTH & CHALLENGE
OVERALL FUN





America's favorite wheel keeps on spinning! GameTek's version of *Wheel of Fortune* lets you experience some of the excitement of the highest rated game show on television.

The basic rules are identical to the television game show. The object of the game is to collect points as you play



To gain points you must select a letter contained in the puzzle, if not you lose control.

through three rounds. The contestant with the most points after the third round enters the Bonus Round.

Three Rounds of Fun - Without Commercials

Wheel of Fortune has three main game screens. The Letter Board screen shows the puzzle, Vanna, the command line, score board, available letters, and the letter selection area. This is where you decide whether to spin, buy a vowel or solve the puzzle. You select letters using the directional arrows to point to the appropriate letter on the lower portion of the screen.

Spinning the Wheel

Selecting the spin option brings up the Wheel screen. Press the '1' button to begin spinning the wheel and press it again to stop. You can land on point values, or on bankrupt, lose-a-turn or free-spin spaces.



Watch out, if you lose your turn you don't get any points.

When the wheel stops you can select a letter from the letter selection area. If the puzzle contains that letter, Vanna will reveal it on the puzzle board. If not, you lose a turn.

Buying Vowels & Solving Puzzles

When you have control of the wheel, you can buy a vowel, solve the puzzle or spin the wheel. If you're stumped, a vowel may help you figure out the puzzle, but it will cost you points. When a lot of points are at stake and you don't know which consonant to select, but you want to remain in control of the wheel, try purchasing a vowel.



Use the "Solve" option to win round 1. But remember you have only 29 seconds to complete the puzzle.

When you know the answer and you have control of the wheel, you can solve the puzzle immediately and keep whatever points you already have, or you can take a chance and keep spinning the wheel, adding letters you know and earning extra points. Of course, a spin could land you on a bankrupt or lose-a-turn space. If you decide to solve the puzzle, select the 'solve' option from the command line. You'll have 29 seconds to complete the puzzle by adding the remaining letters in order.

Winning Tips

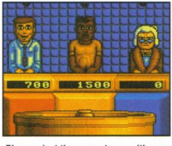
Remember, spelling counts. Even if you know the answer, you won't get credit unless you use the correct spelling.

In the early part of each round, when only a few letters of the puzzle are showing, selecting the more common letters in the alphabet will give you a better chance of maintaining control. It might help you to know that the most common letter in English is E, followed by T, A, O, I, N, S, H, R, D, L, U.

Multiple Players

Wheel of Fortune is a one, two or three player game. If the one or two player option is selected, the remaining contestants can be computer generated, or one or two human players can compete without any computer contestants (which speeds up the overall game). Playing alone against two computer opponents becomes almost as passive as watching the game show on television.

This game is ideal for older gamers who enjoy puzzle type



Play against the computer or with one or two of your friends.

challenges without fast-paced action or violent themes. Instead of fast reflexes, *Wheel of Fortune* requires good spelling skills and strate-gy. And pretty soon, you'll be able to take *Wheel of Fortune* on the road. Look for a Game Gear version in September.

Wheel of Fortune

Gametek

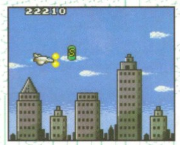
SYSTEM: Genesis
CATEGORY: Puzzle
PLAYERS: Single, 2P (competitive)

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS
DEPTH & CHALLENGE
OVERALL FUN

Reviews-Game Gear

Fasten your seatbelt and rev up your engine. Here's a game that puts you in the pilot's seat, fingers on the buttons, blasting bogies out of the skies. It's *Aerial Assault*, the new Game Gear air battle from Sega.



Green power-up capsules will give you forward protection against enemy fire. But watch your top, bottom and back!



AERIAL ASSAULT™

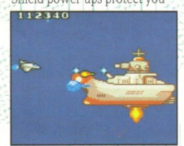
Aerial Assault puts you in control of a FREEDOM jet fighter. Your mission is to wipe out the enemy before they spread their web of terror over the entire planet. To do this you must complete four smaller missions, each tougher than the last. With a second cartridge and a Gear-to-Gear cable, you and a friend can take on the enemy together.

This pocket blaster is easy to play and tough to beat. You move the jet with your D Button and fire with either Button 1 or Button 2. Just move and shoot. But there's much more.

Power..Power..Power!

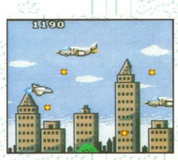
As soon as the game begins, enemy forces come for you in waves. Shoot fast, move smart and look for enemy planes surrounded by white brackets. Blasting these bogies will give you power-ups for greater speed, extra protection or superior firepower, depending on the underlying power-up.

Speed power-ups get you moving faster; two will make you move as fast as you can. Shield power-ups protect you from frontal enemy attacks. These do not render you invincible, however, since the stronger enemy fighters will attack you from the top, bottom or rear.



Shoot out the tail of this flying sub first! Then you only have one cannon to worry about.

One important power-up you can't miss is the yellow star extra life. The ships carrying them usually come in just above or below the center line, forcing you to move in order to pick them up. It's worth it, even though most stars are followed by a barrage of enemies. If you get two or three stars in a row, get ready for some heavy fighting. The game is preparing you for battle.



These bombers will attack you from all directions. It's best to hit them dead-on as soon as they appear on the screen, then move to avoid their diagonal shot.

The most powerful weapon is the five-way shot. It's tough to get because you have to collect six power-ups. But once you get it, you can cover nearly the entire screen by sitting to the left and just below the center of the screen, moving only when necessary. And once you have the five way shot, ignore any other power-ups you may find. Moving to pick them up will not make you any more powerful and could put you in a compromising position.



This heavy hitter fires homing shots and missiles! If you have the three or five-way shot, sit in the bottom left corner of the screen and let him have it.

Ultimately, the best strategy for beating *Aerial Assault* is to memorize the pattern of attacks for each level, then be ready for what is about to appear on the screen. Get ready to take to the skies with *Aerial Assault.* V



Fast Takes

Games in this section are rated on a hundred point scale on each of five categories: Graphics, Sound & Music, Play Controls, Depth & Challenge, and Overall Fun. These ratings are based on the intensive testing and evaluation carried out by our reviewers and game counsellors. Ratings are interpreted as follows:

80-100:	*Excellent*
70-80:	*Very Good*
60-70:	*Good*
50-60:	*Fair*


Genesis

COLOR KEY:


Game Gear

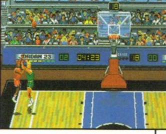
Jordan vs. Bird

Electronic Arts

SYSTEM: Genesis
CATEGORY: Sports
PLAYERS: Single, 2P (competitive)

RATINGS 10 20 30 40 50 60 70 80 90 100

- GRAPHICS
- SOUND & MUSIC
- PLAY CONTROLS & GAMEPLAY
- DEPTH & CHALLENGE
- OVERALL FUN



Who would you rather have — His Royal Airness or the Birdman for your backlot game? Decisions, decisions. In Jordan vs. Bird, you can take on a friend or the computer for a fixed time or a fixed point game, and take the role of either superstar, complete with signature moves.

For variety, you can try the 3-point challenge, and see how many 3-pointers you can make in a row, with the help of Larry Legend. Or start your own low earth orbit with the Slam Dunk competition, and choose from 10 different dunks. Although we felt the sound and graphics could have been better, you should have fun with this one.





Devilish

Sage's Creation

SYSTEM: Genesis
CATEGORY: Action
PLAYERS: Single, 2P (competitive)

RATINGS 10 20 30 40 50 60 70 80 90 100

- GRAPHICS
- SOUND & MUSIC
- PLAY CONTROLS
- DEPTH & CHALLENGE
- OVERALL FUN

Shades of Breakout and Arkanoid. This action game features both vertical and horizontal scrolling, with double-paddle action. In one-player mode, you can rotate the top paddle to hit the ball sideways, and use the bottom paddle as a backup. You can even put the two paddles at right angles for those fancier moves. The paddles operate independently in two-player mode.

We liked the graphics and the depth and challenge, and we scored it high on overall fun too. This one should keep you going for a while. We found the Game Gear version just as challenging.

Splatterhouse 2
Namco

SYSTEM: Genesis
CATEGORY: Action
PLAYERS: Single

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN



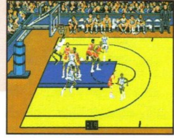


This hack and slash title from Namco rates high on the grossness factor. Help Rick, Jason's cousin, save his girlfriend Jennifer from her evil kidnapper. What follows is a relentless bloodbath made up of seven gory stages. In your travels you get to battle all kinds of creepy-crawlies as well as an assortment of bad guys and big bosses.

You can pick up objects, and use those to slam your opponents and splatter them all over the walls. This game is definitely not for the faint of heart, but if you like this sort of thing (and millions of Halloween and Friday the Thirteenth fans can't all be wrong), you'll have a lot of fun with it.

Lakers vs. Bulls
Electronic Arts

SYSTEM: Genesis
CATEGORY: Sports
PLAYERS: Single, 2P (competitive)



A sequel to Lakers vs. Celtics, this Electronic Arts title includes a few extra twists to make life more interesting for the sports gamer. For one thing, it introduces VCR-type instant replay (letting you replay a play forward or backward) as well as some new special moves, such as Hardaway's Texas two-step and Dominique's double-pump jam. New graphics tricks include special ball bounces off the rim of the basket.

The game also includes all the playoff teams for the 1991 season. You and a friend can participate in a tournament to win the NBA championship. A must-have for basketball fans.

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN

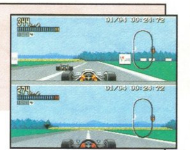
Ferrari Grand Prix Challenge
Flying Edge

SYSTEM: Genesis
CATEGORY: Driving
PLAYERS: Single, 2P (competitive)

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN



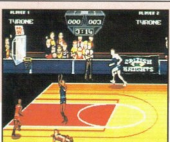


This Super Monaco wannabe is only slightly above average, even though it features two-player split-screen racing and custom car modifications. Race on any of twenty tracks, including Indianapolis and the "famous" Oyster Bay Grand Prix (the home of Flying Edge). You can also control the weather conditions, from sunny and dry to wet and wild.

On-screen status icon shows the condition of your car's tires, wings, engine and transmission.

Arch Rivals
Flying Edge

SYSTEM: Genesis
CATEGORY: Sports
PLAYERS: Single, 2P (competitive)



A good translation of the arcade hit, although not as challenging. Because of its low challenge factor, it is probably best played as a two-player game. The game is best described as fighting basketball, where you have to assault or be assaulted. Not to be confused with the real thing.

We found the cheerleader screens after each basket to be unnecessary and (after a while) annoying. We also found the faceless players a little disconcerting, but we liked the humorous touches (such as the debris on the floor that could trip you up, for example).

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN





Cybercop
Virgin Games

SYSTEM: Genesis
CATEGORY: Action
PLAYERS: Single

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN

This action/adventure thriller uses a first person point of view and 3D polygon graphics. You are a special agent sent to penetrate the headquarters of the UCC (Universal Cybernetic Corporation), where you have to contend with mechanized robots, alien creatures, and all kinds of electronic surveillance systems. You can choose to play as any of four humans or two droids, each with its own characteristic strengths and weaknesses.

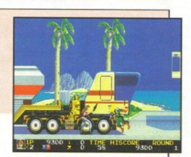
Lots of powerups and useful items keep the excitement level high as you explore the sixteen levels of UCC's headquarters.

Rolling Thunder 2
Namco

SYSTEM: Genesis
CATEGORY: Action
PLAYERS: Single, 2P (cooperative)



GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN



It's the end of the 20th century and the world is in chaos, thanks to a new terrorist group called Geldra. It's up to two brave operatives working for The World Criminal Police Organization (codenames: Leila and Albatross) to defeat Geldra's members.

Leila and/or Albatross must explore all rooms and areas to acquire additional weapons and power-up items. Knowing when to jump or duck, and a fast trigger finger is the key to success. You can't jump and shoot at the same time, but ducking and shooting is an excellent tactic. Eleven levels are packed into this 8-meg game offering unlimited Continues and a Password feature.





Warrior of Rome II
Bignet

SYSTEM: Genesis
CATEGORY: Strategy
PLAYERS: Single, 2P (cooperative, alternating)

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN

If you're a strategy gamer, you'll find Warrior of Rome II has plenty of challenge to keep your interest level high. As Julius Caesar, you are trying to outwit the Roman Senate, who send you on missions that they have secretly sabotaged.

The game requires some dedication just to get started, but is well worth the trouble once you get into it. You control the growth of your cities and their populations, the movement of your troops, and the destruction of enemy cities. We rated Warrior of Rome II high on Depth and Challenge, and above average on everything else.

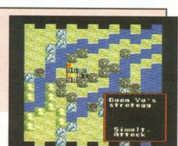
Romance of the 3 Kingdoms II
Koei

SYSTEM: Genesis
CATEGORY: Strategy
PLAYERS: Single, Multiple

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN

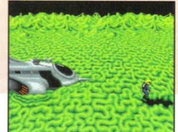




An imaginative simulation game that transports you to 2nd Century China, a time when cunning generals battled endlessly for territory and influence. Don't expect flashy graphics and sound, but if you like strategy games, and you like your simulations historically accurate, you'll appreciate this one.

Up to 12 players can participate in the game's six separate scenarios. You'll find the battery backup useful, because this game could take you weeks or even months to finish.





Slime World

Renovation

SYSTEM: Genesis
CATEGORY: Adventure
PLAYERS: Single, 2P (cooperative)

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS
DEPTH & CHALLENGE
OVERALL FUN

Six levels of action/adventure take you through a series of caves choking with all manner of creepy-crawlies. If you get slimed (and you will), the stuff will stick to you until you clean it off. Keep getting slimed, and you may end up completely covered with it. Although you won't die, you will lose all your weapons and other useful objects, making your life a little more difficult.

Some of the objects you pick up are useful as weapons, while others can help you in other ways. One such object can help you purify a pool of water, so you can wash off the slime that's bogging you down.

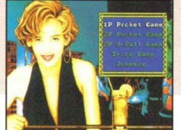
Side Pocket

Data East

SYSTEM: Genesis
CATEGORY: Simulation
PLAYERS: Single, 2P (competitive)

RATINGS 10 20 30 40 50 60 70 80 90 100

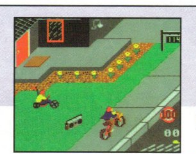
GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN





If you want to practice your pool shots but you don't want to hang out in a smoky pool hall, this game might be just what you need. You can play a variety of games, either by yourself, or against another player. To keep things interesting, the game occasionally introduces a bonus shot — sink the ball in the indicated pocket and receive extra bonus points.

Dotted lines emanate from the cue ball as you move your cue stick around, indicating where the ball will go when you hit it. You can control the level of impact, and the spin ("english") you put on the ball. But beware; this game could become addictive.



Paperboy

Tengen

SYSTEM: Game Gear
CATEGORY: Action
PLAYERS: Single

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN

The arcade classic comes to Game Gear, with the same graphics that made the original a hit. Avoid those pesky breakdancers, skateboarders and remote control cars as you deliver the paper to your subscribers. You get points for tossing papers into subscriber's mailboxes, as well as for bombarding non-subscribers' homes.

While we thought the play controls worked well on the Game Gear, we found the seven levels going by a little too fast. An accomplished gamer should have no trouble getting through this one.

Outrun Europa

US Gold

SYSTEM: Game Gear
CATEGORY: Driving
PLAYERS: Single

RATINGS 10 20 30 40 50 60 70 80 90 100

GRAPHICS
SOUND & MUSIC
PLAY CONTROLS & GAMEPLAY
DEPTH & CHALLENGE
OVERALL FUN





This white knuckle driving game gives you the opportunity to outsmart (and outrun) the cops and other drivers as you barrel down the highway, wreaking havoc as you go. But it's all for a good cause. You are a secret agent, and some hostile spies have stolen your red Ferrari and its sensitive contents. Your mission is to catch them and retrieve the documents.

Each of the five levels has you controlling a different vehicle. You start off on a motorbike on Level 1, move to jet skis on Level 2, a Porsche 944 on Level 3, and a speedboat on Level 4. On Level 5, you are reunited with your red Ferrari, and it's all systems go as you try to get your documents back.



Role-playing games (RPGs) are adventure games with a twist. While both games involve puzzle-solving and exploration, RPGs include the additional element of character development. Your hero in an RPG may start off relatively weak and defenseless, but by the time he gets to the final level, he will have developed into a mighty warrior. (The same goes for female heroes too, of course). As RPG players already know, you feel a much greater sense of involvement when you play an RPG.

RPGs also have considerably more depth than other game categories, which means you get a lot more gameplay. While some action or adventure titles may provide thirty or forty hours of gameplay, RPGs can keep you fascinated for fifty or a hundred hours or more.

Here are some basic strategy tips for RPG games:

1. Make Maps - It's a good idea to keep track of your travels by mapping the places you go. It's also a good idea to keep notes — you never know when something casually tossed off by a character turns out to be a valuable clue.

2. Save Often
If the game cart has a backup battery, use it often, and not just at the end of your game session. For example, it's a good idea to save your game just before you do something unusual. That way, if you should happen to meet an untimely demise, you'll be able to restore the game to its pre-disaster state.

3. Be Ready For Anything
Make sure you have everything you need before you get into a strange situation. For example, before you enter a dark cave, make sure you are armed, and you are carrying some form of illumination.

Here are three RPG titles from Sega. If you like your adventures with an element of character-development, you'll appreciate the depth and challenge of an RPG game.

PHANTASY STAR III
GENERATIONS OF DOOM™

The Phantasy Star series is one of the most challenging line-ups of RPGs for the Genesis. To complete *Phantasy Star III*, you must assist three generations of characters who will ultimately explore seven different worlds and two moons.

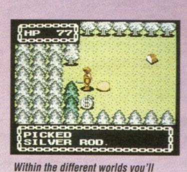


At the start of this adventure, you're about to marry Maia. However, she is kidnapped by an evil dragon.

As the character Rhys (the Prince of Landen), you begin the game by preparing for your royal wedding with Maia, a mysterious women who washed up on the shores of Landen. At your wedding ceremony, Maia is suddenly kidnapped. When you blow your cool, your father places you in the dungeon (where you'll find three chests filled with items). Pick up these items and wait for someone to help you escape, so you can begin searching for your fiancee.



Throughout this adventure, you'll be forced to enter many battles. Here are your enemies along with information to help you in battle.



Within the different worlds you'll encounter caverns. In order to enter some caverns, you'll need specific items. Some caverns are gateways to other worlds. Remember, you must always explore everything to succeed.

With 300 meseta (Landen's currency) in hand, you must arm yourself as you prepare for the long quest ahead of you. In addition to buying a weapon, you'll need a shield and several doses of Monomate (10 meseta each). Buy an Antidote (10 meseta) from the Equipment Shop.

There are four different endings to *Phantasy Star III*. To finish the game as quickly as possible, Rhys must marry Lena (as opposed to Maia). Your second character will be Nial. He should marry Alair, so your final character will be Aron. If you purchase the *Phantasy Star III* Hint Book (sold separately), complete maps are provided, otherwise, it is vital that you draw your own maps.

As with many role playing adventures, your character's strength is measured in Hit Points, Technique Points and Experience Points. Since this is an extremely complex game, be sure to stop at the Inn periodically to rest your character and save your game data.

Phantasy Star III is an advanced, one player role playing game, so be prepared to think and use strategy. ✔

Dragon Crystal™

Dragon Crystal offers all of the elements of a traditional role-playing game for your hand held Game Gear system.



There are many items you'll need to obtain. To pick up an item, stand over it and press Button 2. Once you have an item, you can Use it, Throw it, or Drop it.



Food is vital for maintaining your Hit Points. You can only have 99 Food Points. When you're near your maximum, don't eat more until you need it.

After being magically transported into an unknown land, you'll have a dagger in hand and a large egg following you. Protect the egg and it will eventually hatch into a friendly dragon.

Be prepared to attack enemy frogs, strange colored blobs and other beasts in your path. Always be on the lookout for special items and pick them up. As you search your new surroundings, walk down every possible path, leaving nothing unexplored.

When an enemy approaches, the number of Hit Points you have remaining will be displayed on the screen. When your Hit Points are gone, your character dies and the game is over. Finding food and money will increase your Hit Points. Locating stronger armor will offer you added protection.



Acquire as much Gold as possible. If you don't have enough Gold when a game ends, you won't be able to continue.

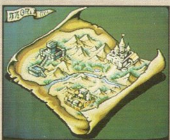
The more enemies you destroy, the stronger you become.

Always look for ways to boost your Hit Points, Power, Armor Class and Wealth. In all, you must travel through thirty worlds and ultimately locate the Magic Goblet. Only then will you discover a way home.

Dragon Crystal combines action with text to create an easy to understand RPG which will provide a challenge for less experienced gamers. ✓



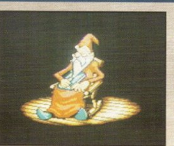
Enter a world of strange creatures and magical powers in *Shining in the Darkness.* You'll get transported to The Kingdom of Thornwood and become the son of the King Drake's most trusted knight in this Genesis RPG hit.



The map of Thornwood allows you to choose your destination. Start your quest by visiting the Village (lower-right corner of the map).

Your father and the King's beloved daughter, Princess Jessa, have disappeared without a trace. The King provides you with 200 gold pieces, which you can use to purchase your initial armor, weapons and potions. You must go on a quest to find both your father and the princess.

Early in the game, visit the local merchants and shops found in the village and purchase the best armor and equipment possible with the limited funds you have available. Most importantly, be sure to purchase several sets of herbs (which will replenish your Hit Points and keep you alive in the early stages of the game).



Meet the very old and wise holy man. He will offer you information at the start of the game and when you visit the Shrine.

When your quest begins, you'll encounter many evil creatures. When you're not too outnumbered, enter into battle and defeat these creatures to boost your Experience Points and earn gold. As your Experience Points grow and you earn more gold, you can purchase better armor and weapons. Each character on your team can hold up to eight items. If a member of your party has died, their items can't be used unless they are transferred to another person or the dead person is revived (by the Holy Man or the Revive spell).

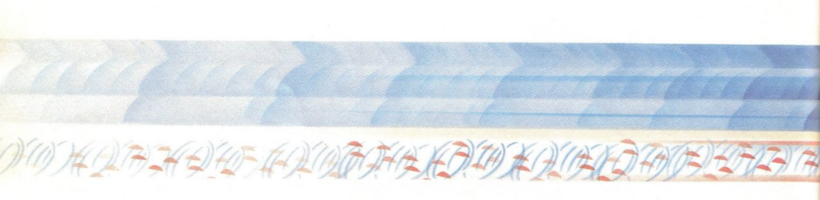


You have volunteered to help The King of Thornwood locate your father and his daughter (the Princess). Listen carefully to what the King has to say.

During your quest, you'll meet up with your two friends Milo Brax and Pyra Myst. Keep in mind, they have magical powers which can be used to your benefit.

As a one player game, you'll see everything from a first person perspective, which puts you in the heart of the graphic portion of the action.

Shining in the Darkness is a complex 8-meg game which utilizes the best of animated graphics and text-based windows. ✓



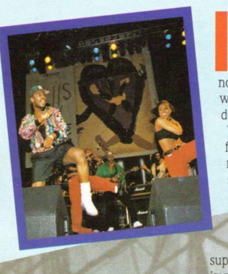
SONIC™ NOW INSIDE GAM

When you buy Sega's Game Gear, you'll get the world's #1 color portable video game system. With a full color 3.2″ screen, 32 blazing colors, and the hottest graphics you'll find anywhere.

And, now, you'll also get the speed-demon-super-spin-attacking Sonic The Hedgehog. Packed right inside the Game Gear box. (And, you can bet, Sonic is just itching to bust the box wide open.)

Visions & Views

Sega Scores Against AIDS



In Segaland, bad guys are zapped with a deft push of a button.

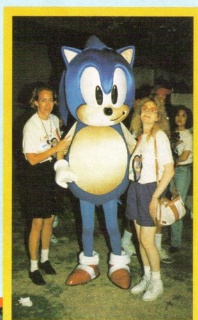
Unfortunately, it's not that easy in our everyday world. But at Sega, we're doing what we can to help. This spring, we joined forces with Los Angeles radio station KIIS-FM to sponsor a two-day, fund-raising blow-out for the Pediatric AIDS Foundation. Together, we collected more than $235,000 to support the foundation's vitally important work.

KIIS hit the air waves with a 40-hour radiothon, and we wound it all up with "KIIS and Unite", an awesome, all-star concert featuring Richard Marx, Amy Grant, Luther Vandross, Keith Sweat, Color Me Badd, Tony Terry, Celine Dion, Firehouse, The Smithereens, Jody Watley, Shanice, Kenny G., L.A. Guns, Eddie Money, P.M. Dawn, and Heavy D. and the Boyz. Sonic The Hedgehog even put in an appearance as well, along with Tevin Campbell, Wilson Phillips, and KIIS-FM DJs.

"In the fight against AIDS, everyone uniting together to say 'I care' is the kind of action that makes a difference," says Elizabeth Glaser, a founder of the Pediatric AIDS Foundation.

Tom Kalinske, Sega's president, agrees. "We hope that our support will encourage others."

Life isn't all fun and games, even at Sega. That's why we want to make a difference.









Play Sega Master System games on your Game Gear.

The number of games available for the Game Gear just got bigger. Much bigger. By hooking up the Master Gear Converter to your Game Gear, you can play most Master System games on the go. Now you can enjoy games like *Michael Jackson's Moonwalker™*, *Strider™*, *Psycho Fox™* and dozens more, anytime, anywhere.

If the concept is simple, so is the execution. All you have to do is slip the Master Gear Converter into the Game Gear cartridge slot and tighten down the mounting screw. If the Master Gear Converter is properly installed, the mounting screw lines up with the hole in the back of the Game Gear. To play a Master System game, just slip the cart into the Master Gear Converter, turn on the Game Gear and you're ready to go.

Because the Master Gear Converter doesn't rely on electronics, you should have very few compatibility problems.

Not all Master System titles are ideal for conversion to Game Gear, however. Because of the size of the Game Gear's screen, you may find small text difficult to read, and small fast-moving objects, like bullets, could appear slightly blurred.

The Master Gear Converter has a suggested retail price of $19.95, and is available direct from Sega, or from authorized Sega dealers. ✓

Master Base Converter

STRIDER: 3 CONTINUES – DURING THE INTRO SCREEN, PRESS A,C,B,C,A THEN START.



High Point

ARE YOU GOOD ENOUGH TO BE A HOT SHOT? PROVE IT! TAKE YOUR BEST SHOT AND MAIL IT TO SEGA VISIONS.

Here they are: this issue's High Scoring Sega gamers. The Visions readers listed below have scored big and earned the title of ***High Point Hot Shot*** *- along with a free Sega T-shirt. So power up that Sega Genesis, Master System or Game Gear and summon up your competitive spirit while you tackle your favorite Sega game.*

GAME: Batman
SYSTEM: Sega Genesis
SCORE: 7,851,500
READER: Steven C. Fallas
HOME: Los Altos, CA

GAME: Streets of Rage
SYSTEM: Sega Genesis
SCORE: 999,900
READER: Greg Beckwith
HOME: Corning, NY

GAME: Thunder Force III
SYSTEM: Sega Genesis
SCORE: 6,678,450
READER: Scott Carl
HOME: Houston, TX

GAME: Fantasia
SYSTEM: Sega Genesis
SCORE: 658,400
READER: Brent Beasley
HOME: LaPorte, TX

GAME: Lord of the Sword
SYSTEM: Sega Master System
SCORE: 1,650,000
READER: Ryan Connell
HOME: Davenport, IA

GAME: Revenge of Drancon
SYSTEM: Sega Game Gear
SCORE: 136,200
READER: Mike Saima
HOME: Lino Lakes, MN

GAME: Space Harrier II
SYSTEM: Sega Genesis
SCORE: 30,766,700
READER: Wayne Wang
HOME: North Haven, CT

GAME: Revenge of Shinobi
SYSTEM: Sega Genesis
SCORE: 5,402,200
READER: Bubba Zimmerly
HOME: Van Horn, TX

GAME: Hard Drivin'
SYSTEM: Sega Genesis
SCORE: 1,091,612
READER: Rusty Householter
HOME: Eureka, IL

GAME: After Burner II
SYSTEM: Sega Genesis
SCORE: 21,649,410
READER: Joe Buchel
HOME: Barrington, IL

▲ Take a photo of the screen showing your best score.

HINT: Turn off the room lights and don't use a flash (it will reflect off the screen). You might want to take a couple of shots, just to be sure you get a good, clear one.

▲ PRINT your name, address and age on the back of the photo, as well as the name of the game and your score.

▲ Send your photo to:

SEGA VISIONS High Point
P.O. Box 5346
Redwood City, CA 94063

Around The Corner

Hey, fellow gamers! Here's a peek at the titles planned for release over the next few months. Of course, new titles are popping up all the time, so the list may change slightly. We'll let you know if that happens. Meanwhile, here are some titles we can all look forward to for the next few months:

Genesis

	Title	Category	Publisher
June/July	Chuck Rock	Action	Virgin
	Atomic Runner	Action	Data East
	Taz-Mania	Action	Sega
	Splatterhouse 2	Action	Namco
	Olympic Gold	Sports	US Gold
	Arch Rivals	Sports	Flying Edge
	Warrior of Rome II	Strategy	Bignet
August	Dragon's Fury	Action	Tengen
	Terminator	Adventure	Virgin
	Slime World	Adventure	Renovation
	Evander Holyfield "Real Deal" Boxing	Sports	Sega
	Side Pocket	Sports	Data East
	RB14	Sports	Tengen
	DUNGEONS & DRAGONS WARRIORS OF THE ETERNAL SUN	RPG	Sega
	DUNGEONS & DRAGONS WARRIORS OF THE ETERNAL SUN, Hint Book	RPG	Sega
	Romance of the Three Kingdoms	RPG	Koei
	Ayrton Senna's Super Monaco GP II	Driving	Sega
	Wheel Of Fortune	Puzzle/Strategy	Gametek
September	Smash TV	Action	Flying Edge
	Green Dog	Action	Sega
	Young Galahad	Action	Electronic Arts
	World Trophy Soccer	Sports	Virgin
	Aquatic Games	Sports	Electronic Arts
	Team USA Basketball	Sports	Electronic Arts
	NHLPA® Hockey '93	Sports	Electronic Arts
	Cyber Cop	Adventure	Virgin
	Twisted Flipper	Strategy	Electronic Arts
	Lemmings	Puzzle/Strategy	Sunsoft

Game Gear

	Title	Category	Publisher
June/July	Olympic Gold	Sports	US Gold
	Paperboy	Action	Tengen
August	Ayrton Senna's Super Monaco GP II	Driving	Sega
	Outrun Europa	Driving	US Gold
September	Wimbledon Tennis	Sports	Sega
	The Simpsons - Bart vs. the Space Mutants	Action	Flying Edge
	Marble Madness	Action/Strategy	Tengen

MIDNIGHT RESISTANCE: STAGE SELECT — ON TITLE SCREEN, HOLD C AND PRESS START. WHEN YOU START PLAYING THE GAME PRESS START TO PAUSE GAME. PRESS A TO ADVANCE TO THE NEXT LEVEL. KEEP PRESSING A TO GO TO THE LEVEL YOU WANT.

SEGA POWER SHOPPER!

GENESIS

REPLACEMENT PARTS, PERIPHERALS & ACCESSORIES

1650	GENESIS CONTROL PAD	$18.00
1602	GENESIS AC ADAPTER	15.00
1603	AUTO RF SWITCH BOX AND CABLE	10.00
1605	VIDEO CABLE	10.00
1620	GENESIS POWER BASE CONVERTOR	34.99
1655	ARCADE POWER STICK	49.95
1656	GENISTICK JOYSTICK	20.85
253-6320	BLANK CARTRIDGE CASE	2.00
672-0179	PHANTASY STAR II HINT MANUAL	5.00

GENESIS GAME CARTRIDGES

1402	ABRAMS BATTLE TANK	$63.25
1005	ALEX KIDD: ENCHANTED CASTLE	41.75
1121	ALIEN STORM	53.25
1100	ALTERED BEAST	39.95
1203	ARNOLD PALMER GOLF	32.50
1401	688 ATTACK SUB	76.50
1124	BONANZA BROTHERS	29.95
1204	"BUSTER" DOUGLAS BOXING	32.50
1207	CALIFORNIA GAMES	53.25
1701	COLUMNS	31.75
1109	CYBERBALL	53.25
1027	DECAPATTACK - CHUCK D. HEAD	53.25
1014	DICK TRACY	53.25
1110	E-SWAT	53.25
1309	FATAL LABYRINTH	32.50
1008	FORGOTTEN WORLDS	63.25
1133	GALAXY FORCE II	60.00
1007	GHOSTBUSTERS	32.50
1002	GHOULS N' GHOSTS	32.50
1106	GOLDEN AXE	32.50
1122	GOLDEN AXE II	58.25
1400	HERZOG ZWEI	43.25
1025	JEWEL MASTER	53.25
1205	JOE MONTANA FOOTBALL	32.50
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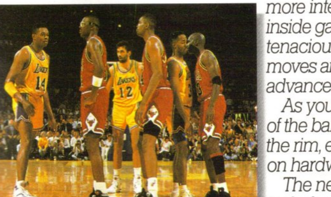






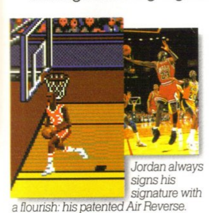
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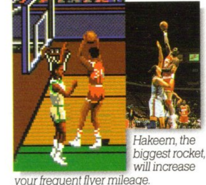


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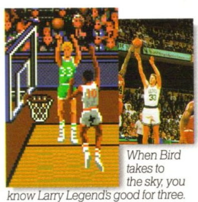


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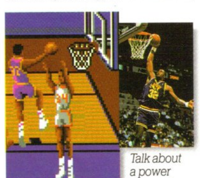


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